

The Ultimate Guide

SUPER MARIOTM ≡ RUN

**Tips, Tricks
and more...**



by BlackNES Guy

The Ultimate Guide Super Mario Bros.

A look inside the pipes....

At The History, Super Cheats & Secret Levels
of one of the most iconic videos games in
history

By BlackNES Guy

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Player 2 Press Start

STOP!! BEFORE GOING ANY FURTHER...

...

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The Ultimate Guide

NES CLASSIC



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A Letter from BlackNES Guy

Hi Nintendo Lovers!!

My name is the BlackNES Guy, I am just your average lover of video games and these books are my way of contributing to the gaming world. First off I want to THANK YOU for purchasing my books. I want you to be able to enjoy these guides, stories and whatever else I come up with just as much as your favorite video games. I started playing video games way back in the late 80's early 90's over at my friends houses when the NES was the system to have. Once the SNES came out, that was the very first system that I owned, so it will always have a special place in my heart. Being older now, I'll admit its a bit more challenging to find time to play some of my favorite games. I do my best with the time I have as nothing puts a smile on my face like beating one of my favorite games one more time!

When the NES Classic edition first came out in November 2016 I was excited about it, I never had an actual NES before, so it was my chance play some of the games that I had always wanted to play such as Legend Of Zelda 1 and 2, Metroid and quite a few others. I also realized that there were going to be lots of people like myself who hadn't really played those games before. So I decided to put together a little guide, to help anyone who wanted some tips and tricks, called The Ultimate Guide to the NES Classic. Now its a bestseller on Amazon and has spawned multiple other books and guides from it as well.

This is my way of giving back and adding some value to the gaming community. Video games have always been such an important part of my life and most likely yours too so I hope you enjoy my books and share them with all your gaming friends as well.

If you do enjoy them, please let me know by leaving a review and if you have suggestions for future books or stories I would love to hear them! Your feedback keeps me inspired and encouraged to keep writing and producing these books!

I would love to connect with you on social media as well, that info will be below :)

Thank you so much for choosing to invest your time in them.

Much love and Game On!

BlackNES Guy

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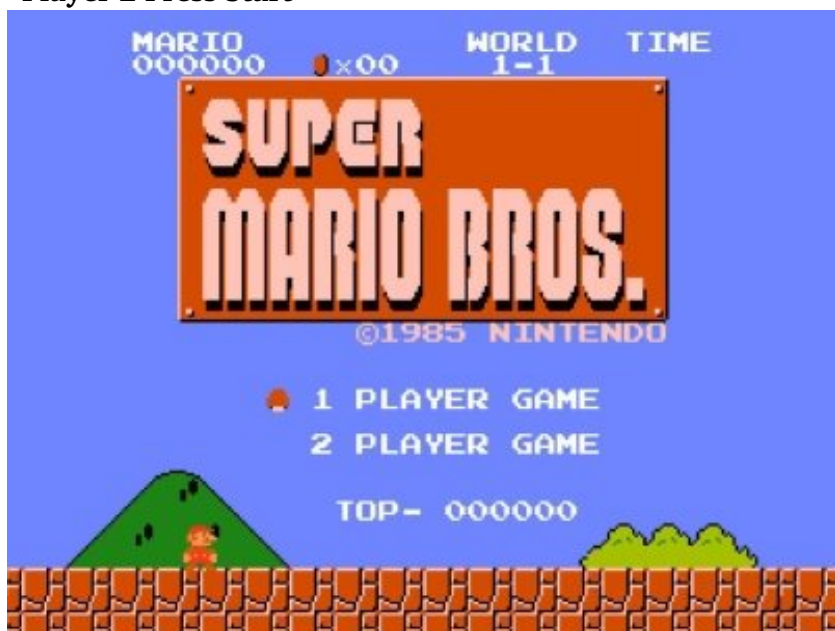
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Chapter 1: A History of Super Mario Bros.

Super Mario Bros is one of the most iconic video games in existence. But, how much do you actual know of it? Let's find out!

Super Mario Bros was first developed and released to the North America and Japan by Nintendo in 1985 as a sequel to the popular 1983 game Mario Bros. Europe and Australia didn't get their own copies until two years later. The game's designers, Shigeru Miyamoto and Takashi Tezuka, were responsible for most of the key ideas that made Super Mario Bros such a unique gaming experience.



The gaming industry experienced some trouble in the early 1980's.

Sales were lagging and few games really excited players. When Miyamoto and Tezuka began development on Super Mario Bros, they worked on innovative features to set their game apart from the rest and revitalize interest in gaming as a hobby.

The original idea for Super Mario Bros involved it being a side-scrolling shooting game with controls that were vastly different from the end result. The shooting mechanic was dropped early on because of a desire on the part of the development team to focus on jumping and mapping. Instead of using the A button to shoot, it became the control used to jump.

The other big development involved Mario changing sizes. Mario began small, but would grow to a larger size upon catching a mushroom. (The mushroom power up concept was also responsible for the Mushroom Kingdom being named what it is.) The original idea centered around the larger-sized Mario, but an accidental glitch during development caused only half of the sprite to be shown on the screen. The game developers decided they liked the smaller size as well, and incorporated the growing mechanic as a method for Mario to take one extra hit from an enemy before losing a life.

Because of these innovations in gameplay, Super Mario Bros revolutionized the world of platforming. Its impacts on gaming were so significant that in 2005 IGN named it as one of the most highly influential and pioneering games in history. It also is regarded by many fans as one of the “greatest games of all times” because it helped revive the then-failing video game industry.



1985

Super Mario Bros



1989

Super Mario Bros. 2



1991

Super Mario Bros. 3



1992

Super Mario World



1997

Super Mario 64



2002

Super Mario Sunshine



2006

New Super Mario Bros



2007

Super Mario Galaxy



2009

New Super Mario Bros Wii



2010

Super Mario Galaxy 2



2011

Super Mario 3D Land



2012

New Super Mario Bros. 2



2013

Super Mario 3D World



2014

Mario Kart 8

Since its release, Super Mario Bros has sold over 40 million units spanning over three decades and spawned numerous sequels and spin-offs. It was the best-selling game of all time until Wii Sports overtook that title when the Nintendo Wii launched in 2006. The game was so popular that it still is ported to nearly every Nintendo console, and was the first choice for Nintendo's ventures into mobile gaming.

Chapter 2: The Object of Super Mario Bros.

This is the main objective of Super Mario Bros. is to find Princess Toadstool, who was kidnapped by the evil Bowser Koopa.. Each world has Goombas, Koopa Troopas, Hammer Brothers, and other nasty critters. Your need to get through three stages in each world as fast as you can before you have a chance to face down Bowser in your search for the Princess.

Chapter 3: Gameplay

Basic controls:

- D-pad: Using the left and right will move Mario. Down causes Mario to duck if he's got a power up. Up is used on the special occasions Mario finds a vine and needs to climb to the top.
- Select: Used to choose between one player or two players at the title screen
- Start: Confirms your choices and pauses your game.
- B: When held down while pressing left or right makes Mario run. If Mario has the fire flower, pressing B causes Mario to throw a fireball. Keep in mind, however, that you can only throw two on the screen at once
- A: This button causes Mario to jump, let go of a vine, or swim in the underwater worlds.

Advanced Moves

Sometimes the basics don't cut it and you need to use a few tricks to get by obstacles.

- Piranha pipes: Getting past piranha plants without waiting for them to recede back into their pipes is possible and saves valuable seconds for your final score. Mario can jump on the very edge of the pipe where the piranha plant is without being touched by the plant while it chomps at the air. From there, Mario can then jump over the plant instead of having to wait for it to hide.
- Crouching slide: This allows you to get underneath areas that are too short for big Mario to walk through. Doing this requires running toward the opening and pressing down on the D-pad just before you reach it. Done correctly, Mario will duck and slide across the ground and under the obstacle. Don't worry if he doesn't slide all the way through. Releasing the down button will make him continue to slide along until he's completely past whatever was holding him back.
- Small gap running: This is a super important move to that you must master in order to get past certain areas of the game. Anytime Mario encounters a gap or hole in the ground that is only a single block wide, there is no need to jump over it. Pressing B to make him run will allow him to skip right across the hole as if it were solid ground. World 8 in particular contains a place where Mario cannot successfully jump across a large gap without using this trick.

Power Ups and Coins

- Coins: Coins are numerous and scattered around the worlds for Mario to gather. They can also be found in question mark boxes and even hidden in regular-looking bricks along the way. Collecting 100 coins earns Mario an extra life, so don't pass these up!
- Invisible blocks: invisible blocks are all over the various

worlds as well and contain some rare items, like 1-up mushrooms, stars, and fire flowers.

- Regular Mushrooms: Mushrooms can be found in blocks throughout the worlds and are used to make small Mario become big Mario. Being big Mario also allows you to take one extra hit from any obstacles or enemies, and allows you to break bricks overhead, so it's worthwhile to try to remain big for as long as possible.

- Fire flower: If Mario is already big Mario, then fire flowers will appear instead of Mushrooms. Having a fire flower allows Mario to shoot fireballs that bounce along the ground, making it possible to fight more dangerous enemies from a safe distance.

- 1-up mushrooms: These give Mario one additional life, thus extending the amount of game play you can enjoy before reaching "Game Over." You lose a life anytime you take damage as small Mario, or whenever you fall down one of the bottomless holes, so keep an eye out for 1up Mushrooms as much as possible.

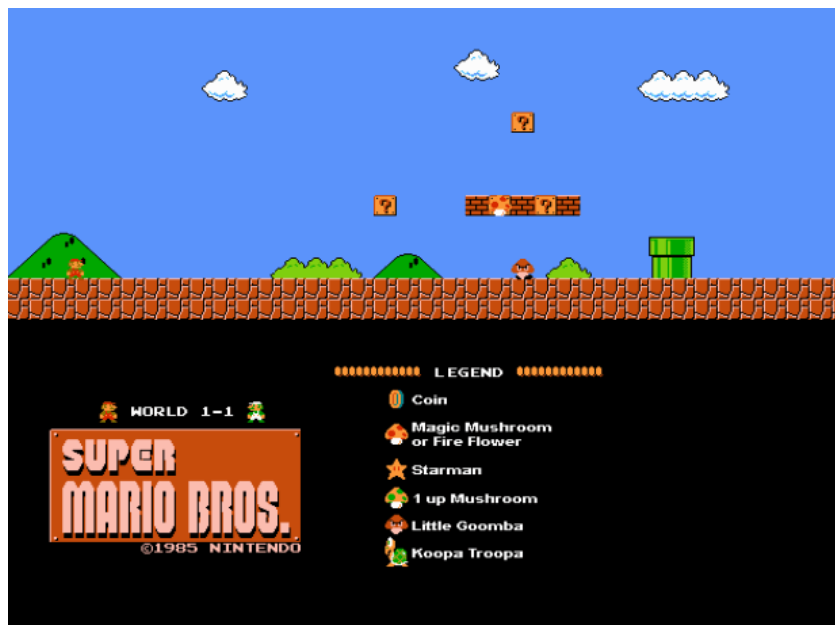
- Starman: This special little item makes you invincible to nearly all hazards along your path (falling down holes can still kill you) and allows Mario to kill enemies simply by touching them. Be careful, though. The effects of the Starman are not permanent, so don't run into an enemy when it wears off!

- Koopa shell: Koopa Troopas are enemies that resemble turtles, complete with shells on their backs. Jumping on a Koopa Troopa turns them into a shell that Mario can then kick along the ground at other enemies, racking up extra points. Even better, at the very end of world 3-1, there are a couple of Koopa Troopas walking down a set of stairs. If you manage to jump on one of them properly, the shell will bounce against the stair to its right and keep Mario jumping in the air for higher and higher chain scores until, eventually, each jump becomes an extra life. This is an amazing way to stockpile lives for more difficult levels, so

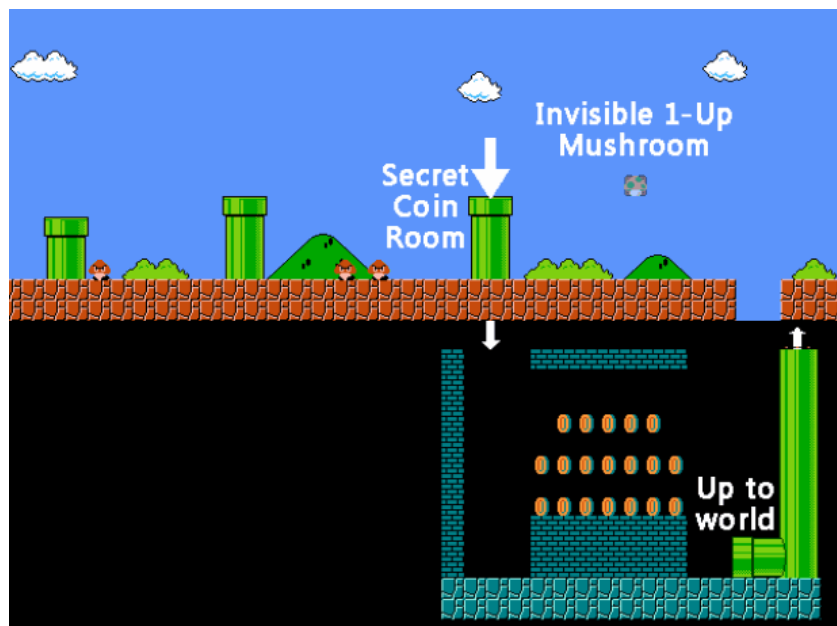
don't be afraid to try it out!

Chapter 4: World 1 Walkthrough

World 1-1

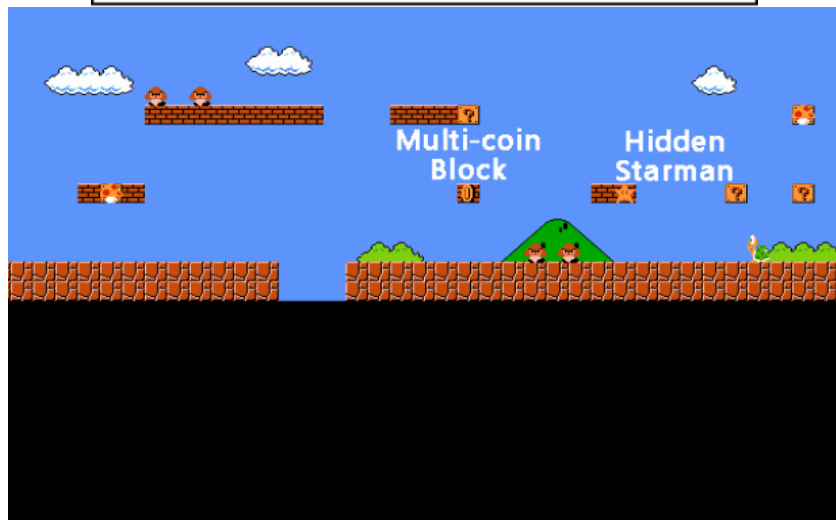


This is the first place Mario needs to make a choice. Do you go down the pipe to the secret coin room and skip a fair amount of the world's dangers, or do you tough it out and get rewarded with an extra life from the invisible box just beyond the pipe?

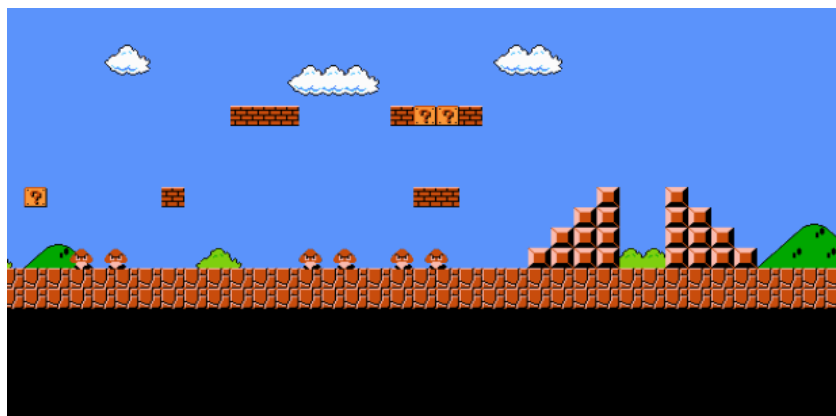


Multi-coin blocks are a great way to help build Mario up to an extra life at 100 coins. The faster you punch them from below, the more coins you'll earn. Go slowly, and you'll only get two or three coins for your efforts.

The bricks where the hidden Starman can be found look exactly like regular bricks. Don't be fooled! Grab the power up to make the next few moments of the game a breeze!



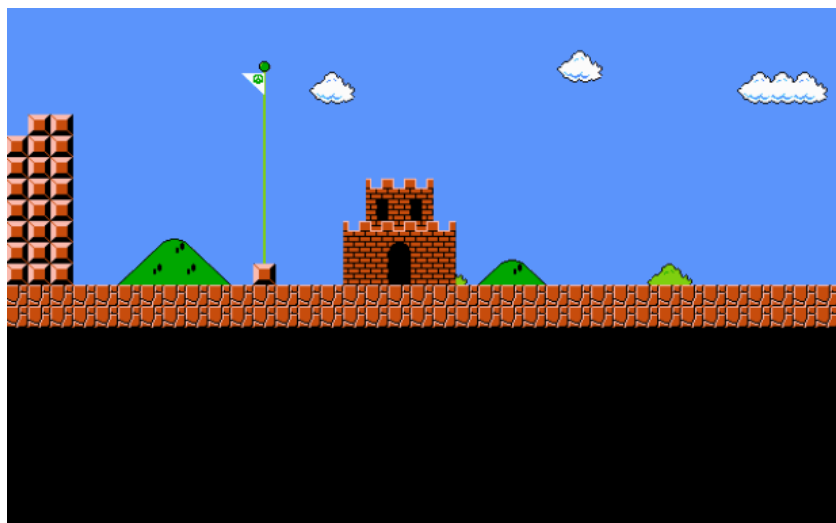
Use your Starman invincibility to take out the Goombas quickly!



If you chose the hidden coin room route, here is the place where Mario will emerge from underground. You're almost at the end of the level!

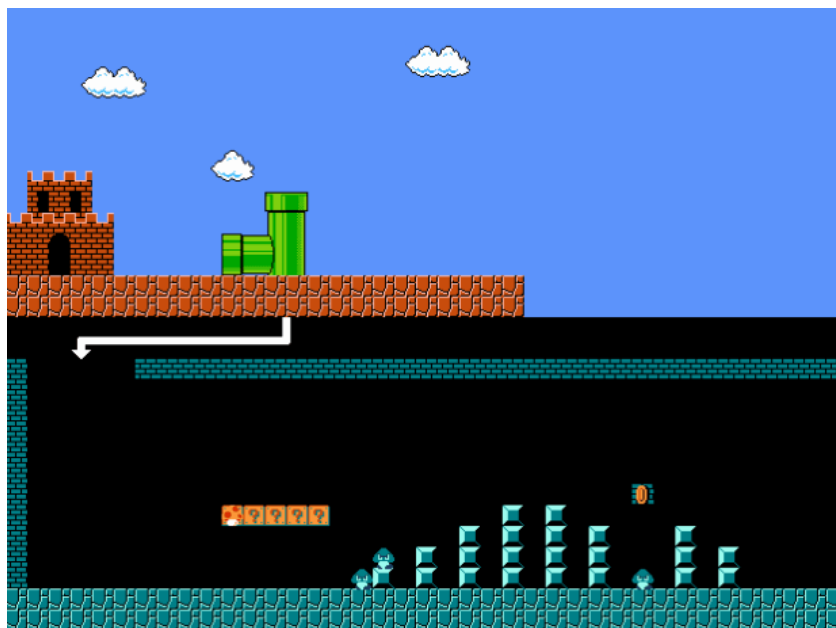


Climb the stairs, use the B button to make a running jump, and grab the top of the flag pole to earn as many bonus points as you can! Don't forget, touching the flag with a time ending in 1, 3, or 6 will earn you extra points in the form of celebratory fireworks once Mario is in the little castle!



World 1-2

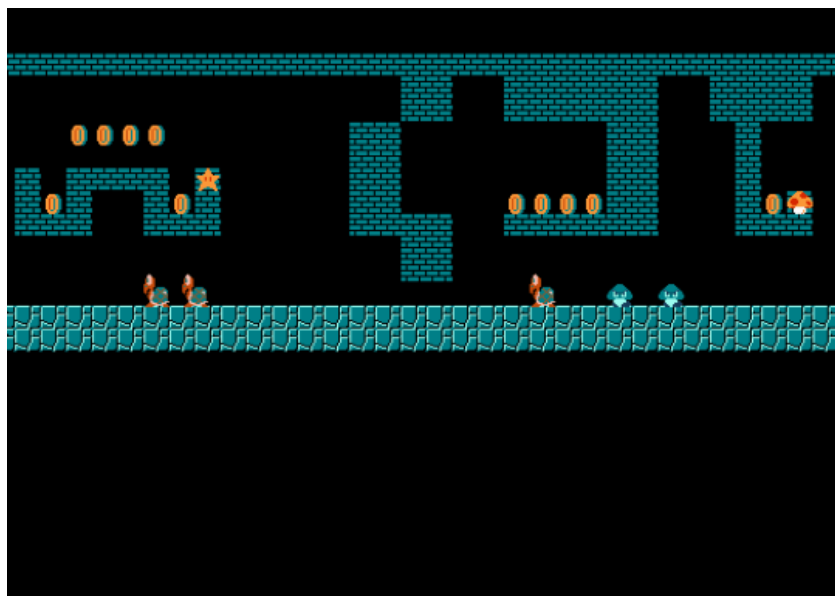
World 1-2 is almost completely underground. Walk into the pipe and get moving!



Big Mario can either break the bricks or do a running slide under the small opening to get through. This is an excellent chance to practice the move if you haven't yet!

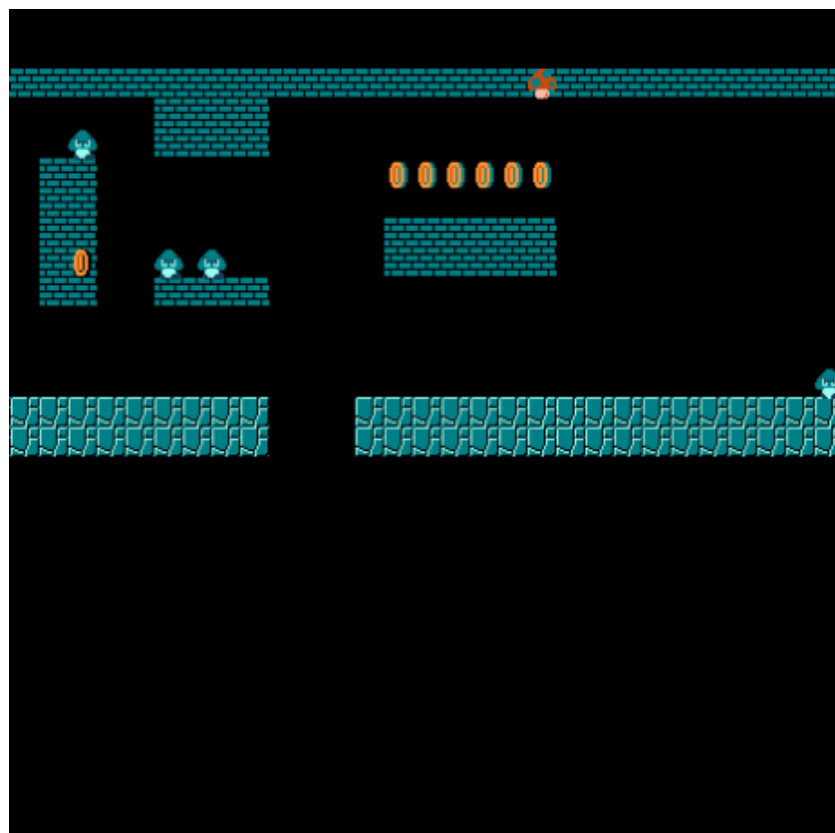
Also, note the hidden Fire Flower (marked as a Mushroom on this map). If Mario isn't already Big Mario, he won't be able to get this power up!

Don't miss the hidden Starman tucked up above a couple of bricks!

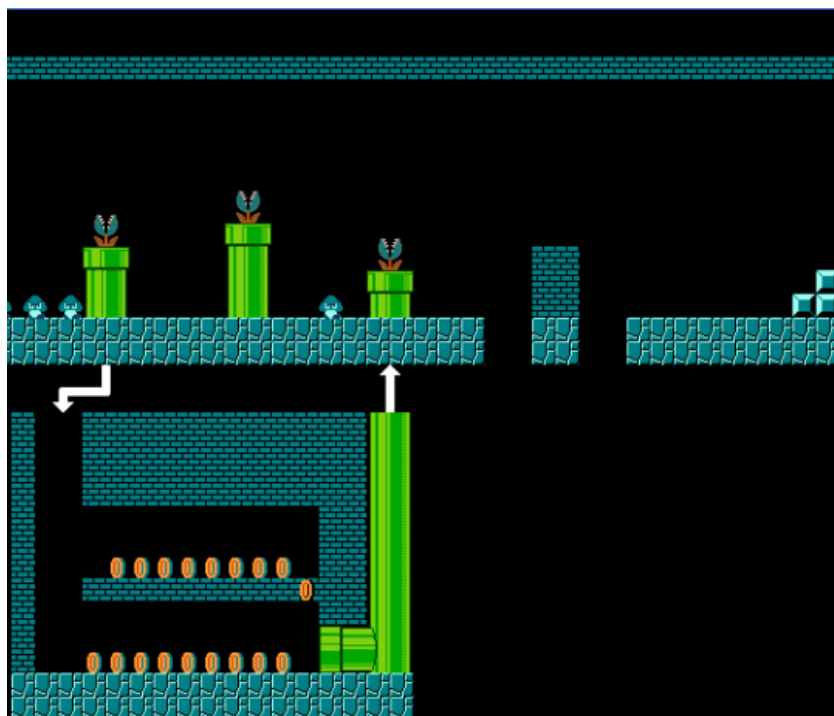


Hidden coins once again tucked into ordinary-looking bricks. Break through them with Big Mario to grab your riches!

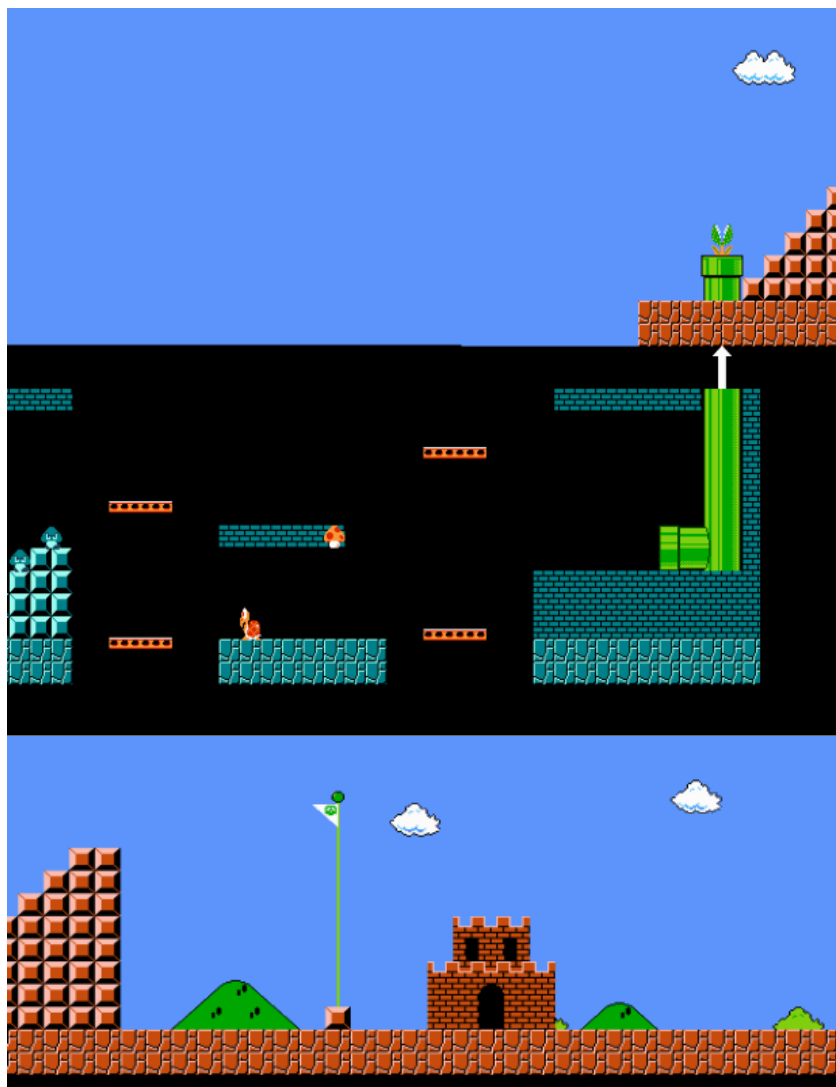
There's a hidden 1-Up mushroom in the ceiling at this point. Big Mario will have to make a flying leap across the space between the Goomba platform and the coin platform to get to it. Make sure you break some of the ceiling bricks so you can grab the extra life when you make it appear!



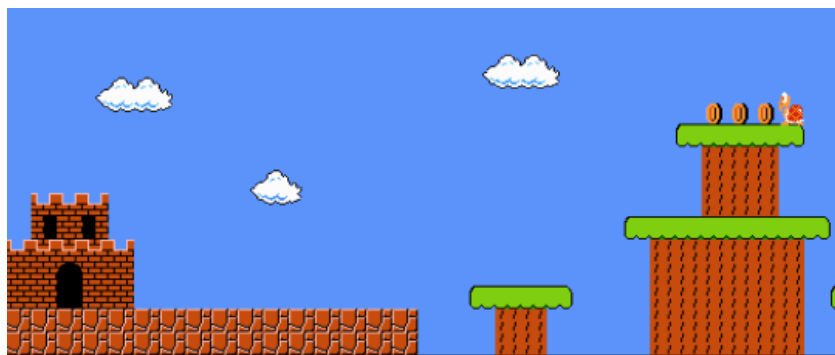
There's another secret coin room if you decide to go for it here. You don't skip as much of the level, but it does boost your overall collection toward another extra life!



This section offers a few options for players. People who want to do a full run of all of the levels can simply hop across the platforms and go through the pipe, climb the stairs, and jump on the flagpole. People who want to skip ahead a few worlds can ride the second set of platforms up, jump onto the ceiling, and run past the pipe to get to the warp zone. Finally, this is also the location where you can access the infamous Minus World (see details on how in the cheats section). It doesn't give you any bonuses, but it's a neat thing for players who

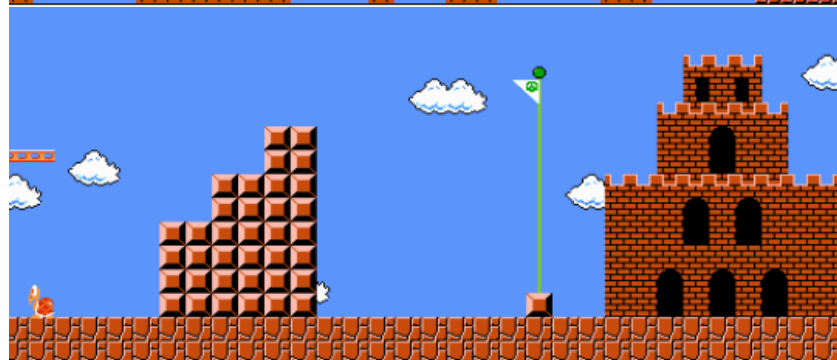
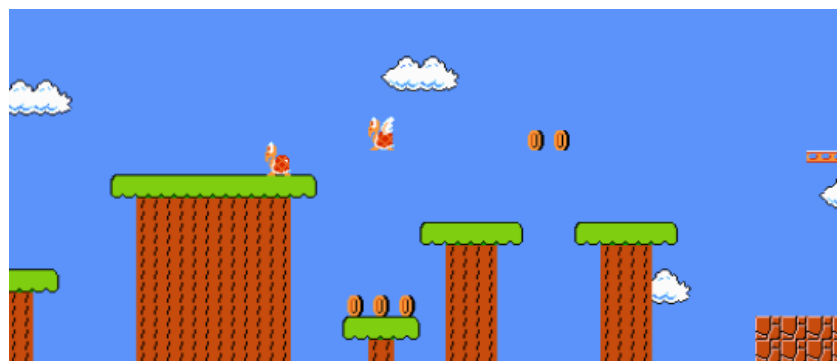


World 1-3

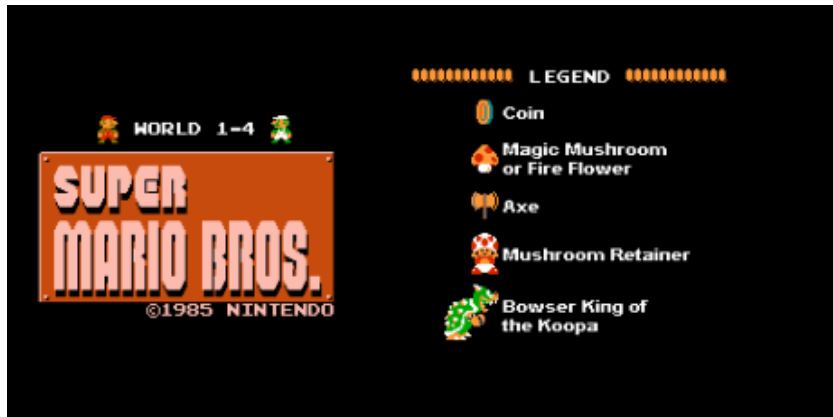


World 1-3 is pretty simple. Jump along, collect the coins, don't fall down into the pits of nothingness, and make it

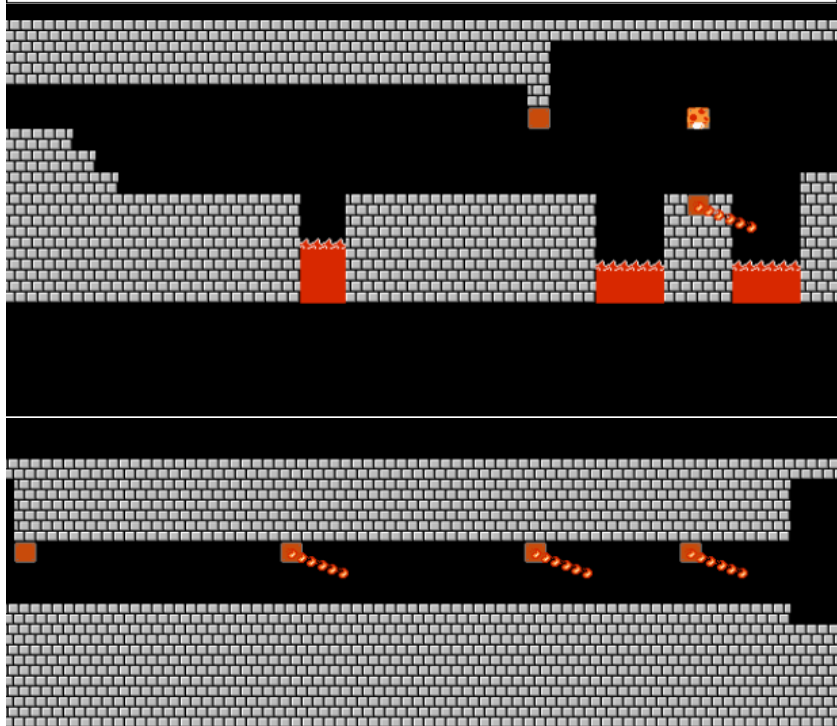




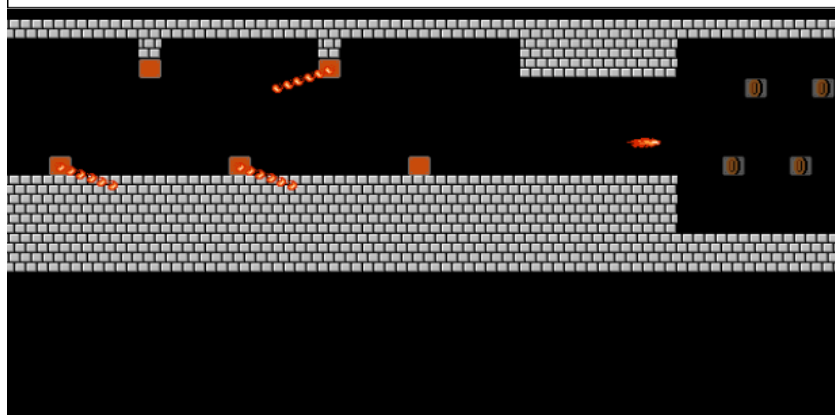
World 1-4



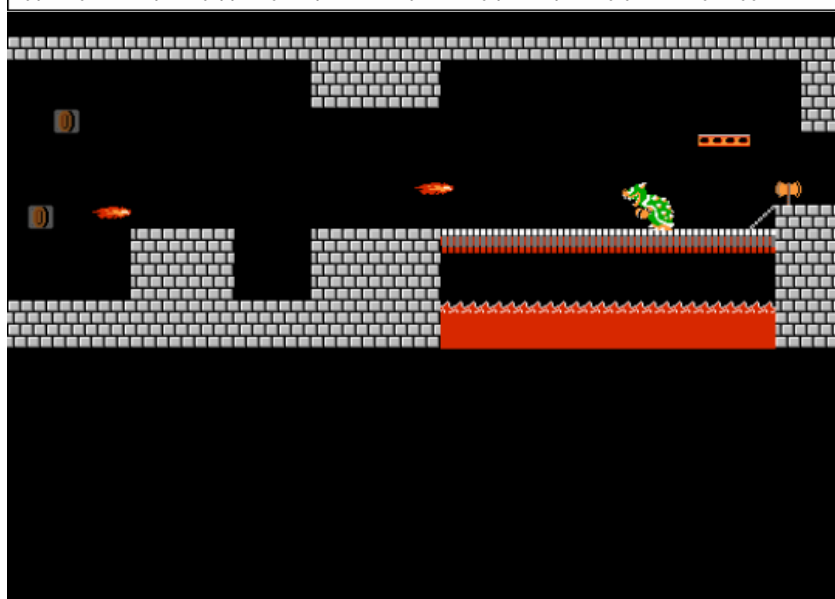
World 1-4 is the first dungeon of the game. Here, Mario will encounter a variety of obstacles, fireballs, and lava pits standing between him and King BoswerKoopa. Patience is your friend while you work your way past



Most of this level involves jumping past lava pits and over spinning bars of fire. However, there comes a point where random fireballs are thrown in Mario's direction and need to be avoided. Fortunately, there's a decent pit to hide in and bypass a fair amount of said region before making it to



Use the pit in front of the bridge to wait for a moment when fireballs aren't coming your way to jump up and charge at Bowser. If you have a Fire Flower, you can throw your own fireballs back at him to take him out. Otherwise, jump over or run underneath of him to reach the axe on



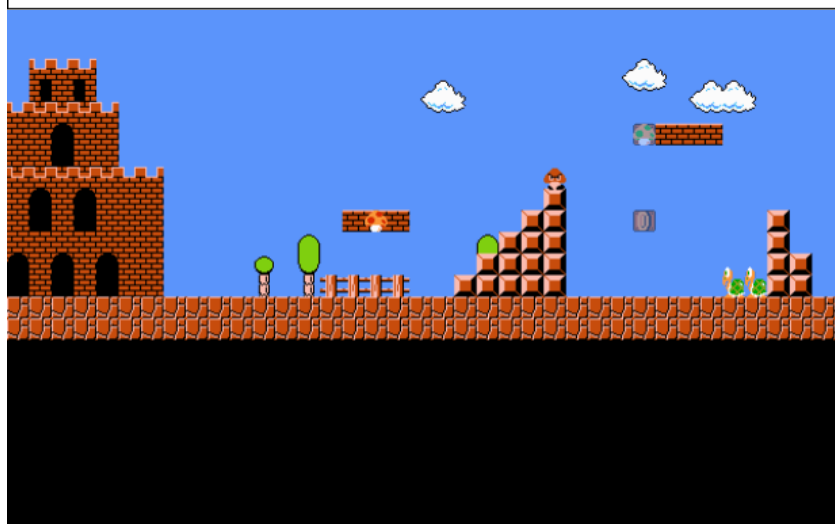
Here's hoping you deal with disappointment well. The end of World 1-4 reveals a Toad Retainer instead of the missing Princess, beginning a series of worlds in which Mario winds up empty-handed for his efforts. Not to worry, though! We'll walk you through each step of the way!



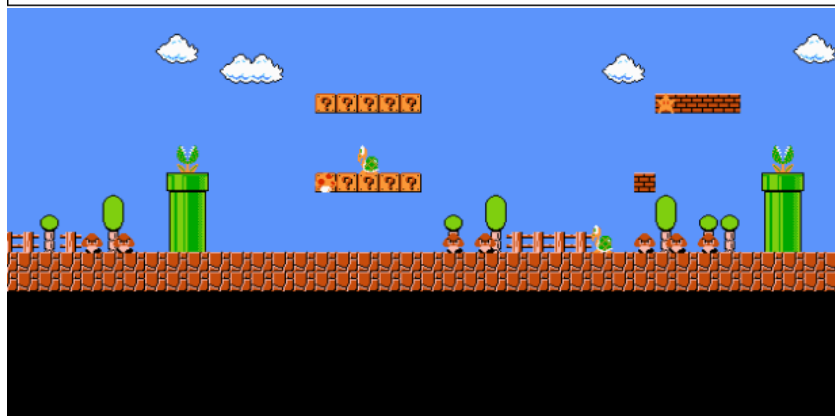
Chapter 5: World 2 Walkthrough

World 2-1

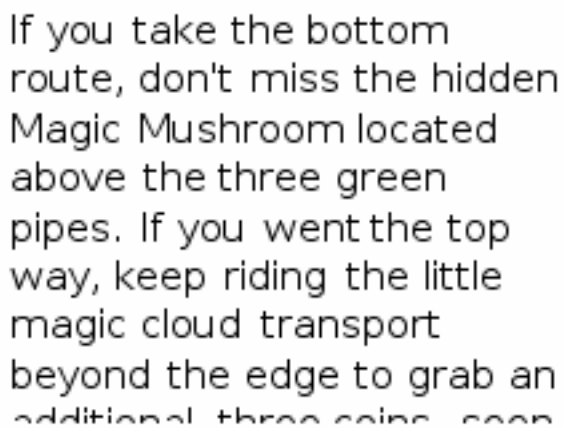
Right from the start, there are several hidden power ups in this world. Grab the Magic Mushroom (or Fire Flower if you're already Big Mario) from the first set of bricks. Then jump down into the pit with the two Koopa Troopas and find the invisible coin box. Stand on top of it and jump again to find a hidden 1 Up Mushroom!



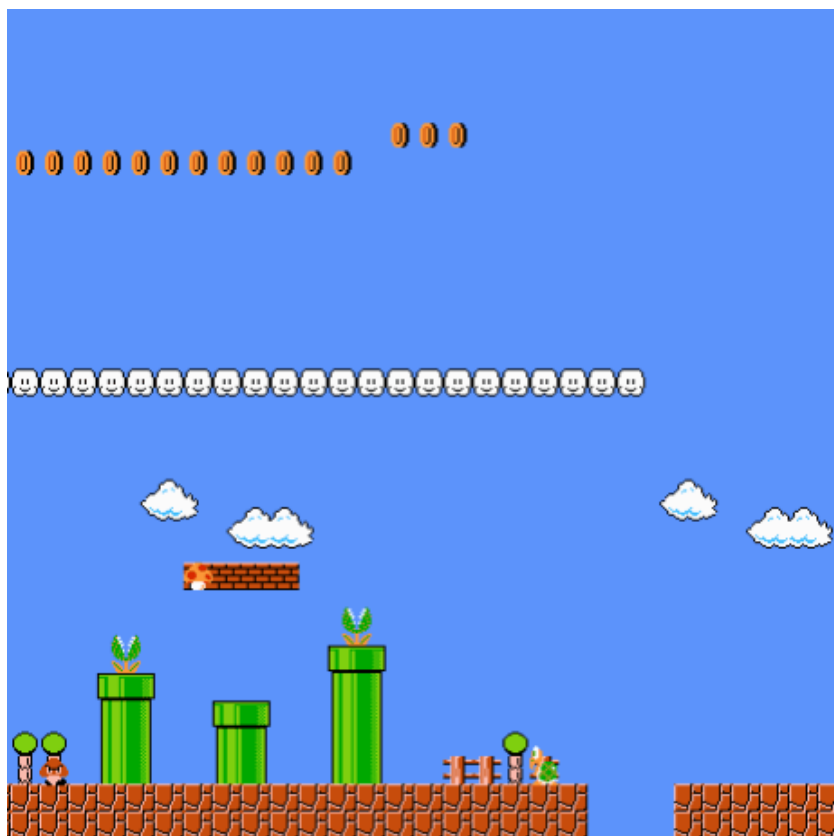
The secrets just keep coming as you make your way through the first level of world 2. There's a hidden Starman waiting for you in the higher row of bricks. Be careful, though! You'll need the lower brick to reach the Starman, so don't break it!



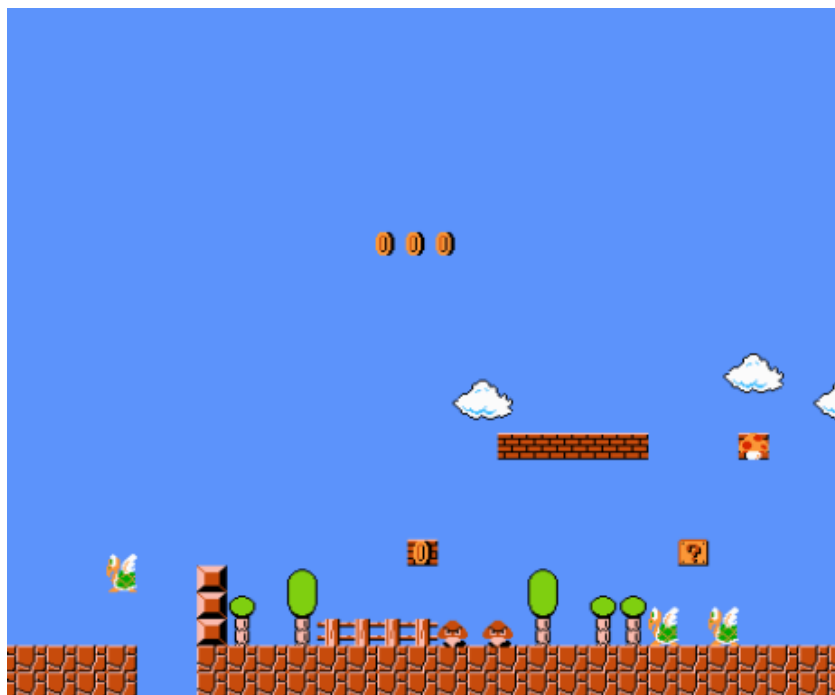
Next up on the list of secrets is a choice for you to make. You can either hit the brick where the hidden vine waits to take Mario to the clouds for a lucrative trip with no enemies, or continue on the bottom path and possibly duck into the next Piranha pipe to grab a few coins there!



If you take the bottom route, don't miss the hidden Magic Mushroom located above the three green pipes. If you went the top way, keep riding the little magic cloud transport beyond the edge to grab an additional three coins, seen



Jump off the cloud transport to get the three coins shown below. You can only get them by taking the top path. Grab the hidden coin block and the hidden Magic Mushroom, and celebrate because you're almost to the end of the level!



There's a spring that looks to be your only way over the tall wall standing between Mario and the flagpole. Don't be fooled! The easier way over is to hit the hidden Coin block and use that as a step to

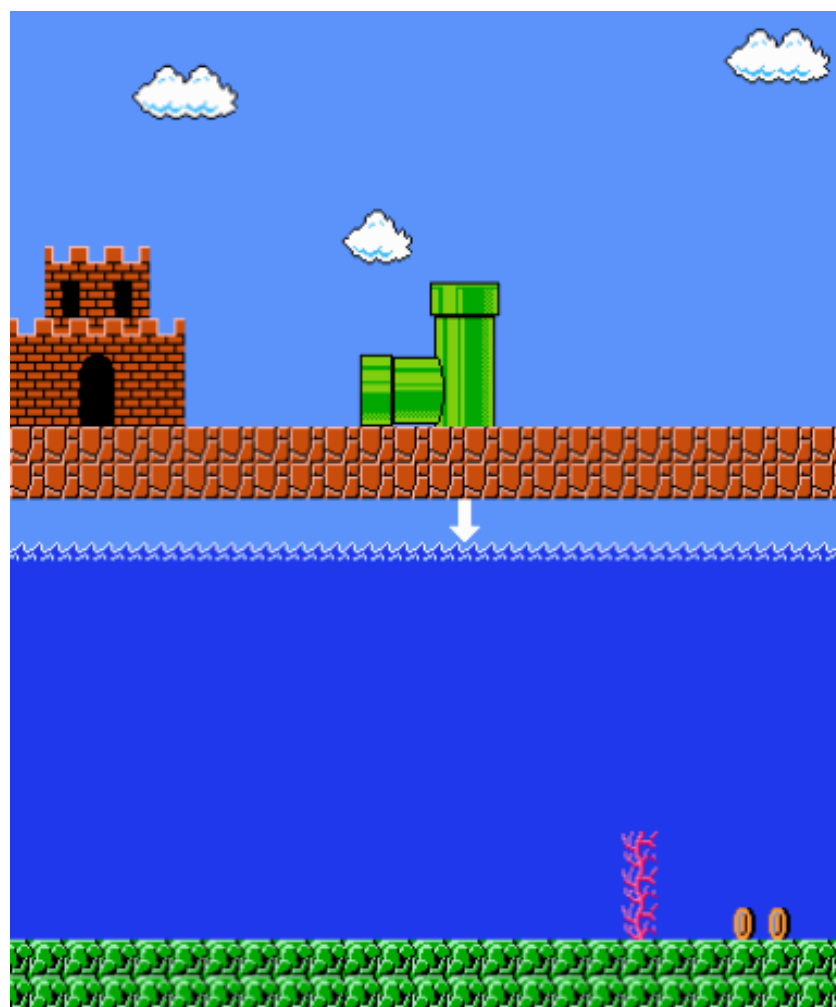
jump over to the flagpole from there and mark this



World 2-2

World 2-2 is your first encounter with underwater levels. Swimming uses the same control as jumping (A button). The main difference, however, is that if you repeatedly press A in the water, you'll continue to swim

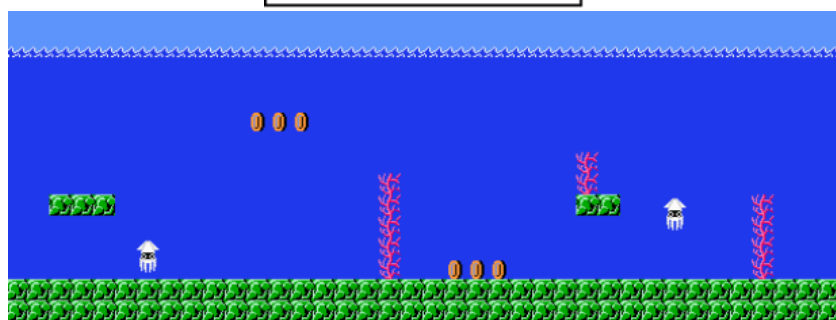
Mario can't drown, but he can only kill enemies with fireballs in



These squid-like creatures are Bloopers (called Bloobers during the original

Walking along the bottom
(and ducking down if you're
Big Mario) makes it
impossible for Bloopers to

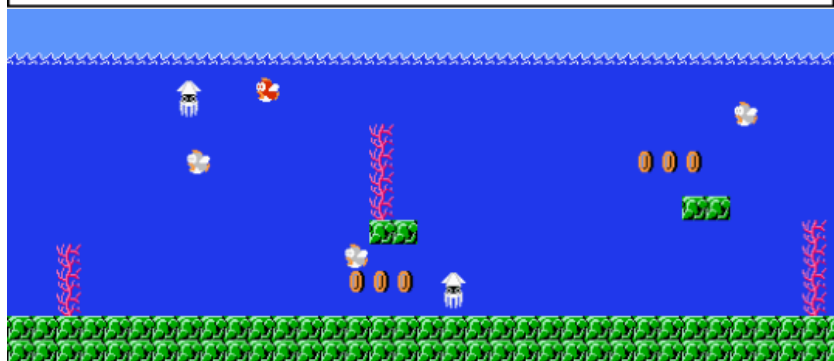
They float
along in a
zig-zag
pattern



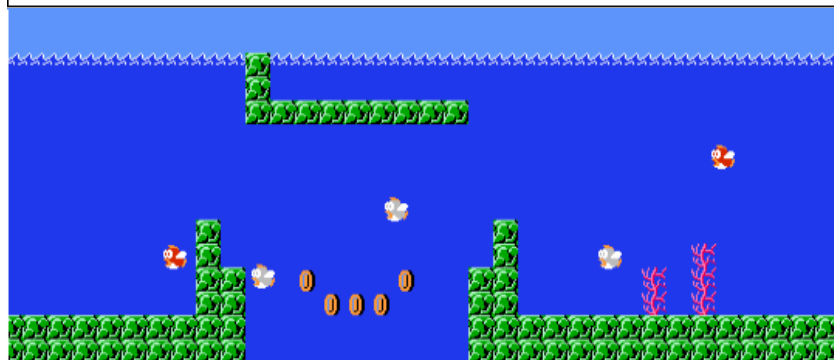
Cheep-cheeps are pudgy fish that swim along in
a more straight line than Bloopers. They can
hurt Mario even on the bottom, so be careful!
And no, it isn't your imagination. When you
swim over the underwater pits, Mario is sucked



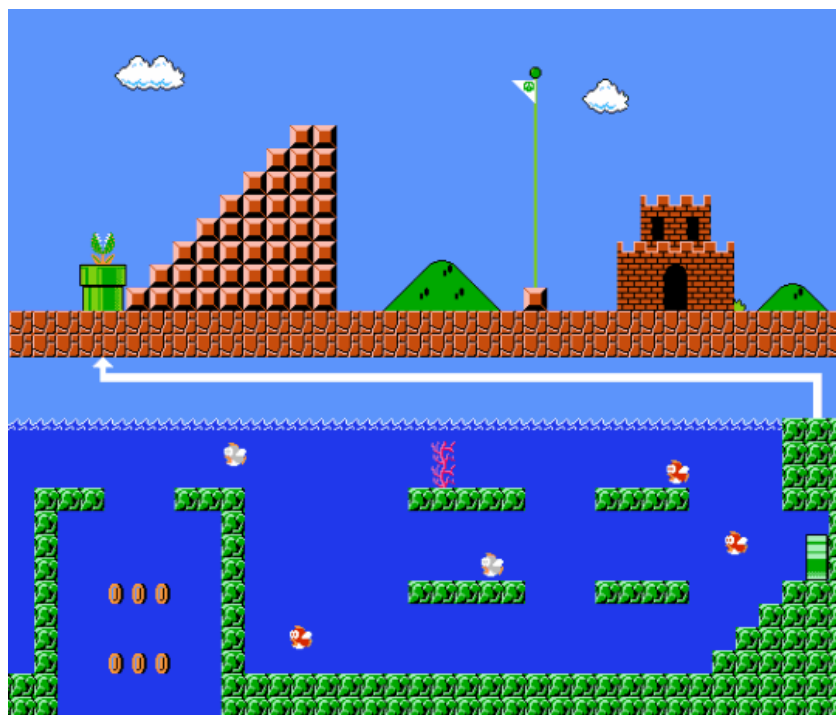
The rest of the world is basically more of



Bloopers, Cheep-cheeps, underwater pits. Keep Mario

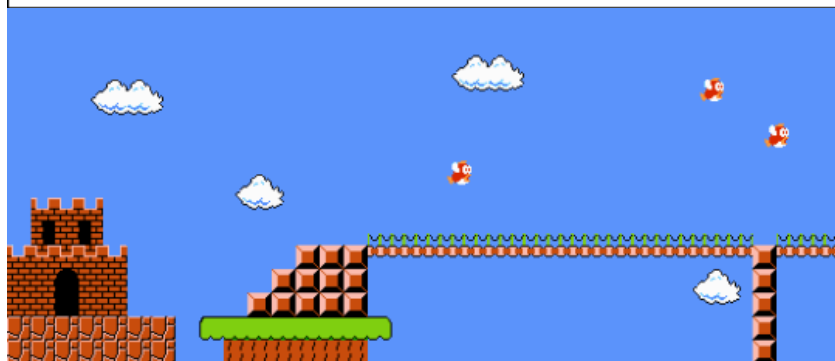


The pipe on the staircase is your ticket to freedom and



World 2-3

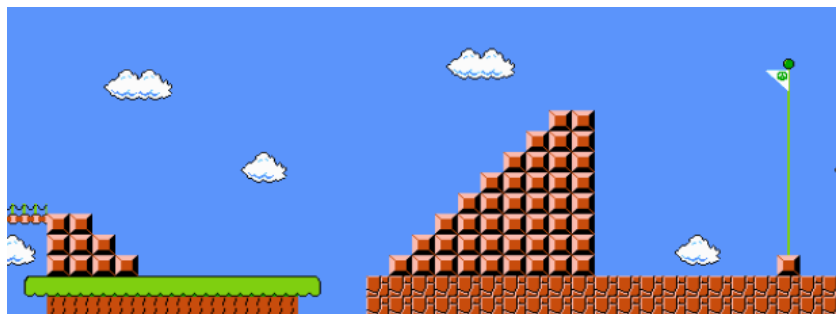
World 2-3 is a fairly straight forward run from start to finish that places Mario on a bridge and trying to dodge Cheep-cheeps jumping up from below.



The bridge isn't always solid, so you'll have to jump across a few gaps. There is only one Mushroom box in the whole level, so don't miss it and



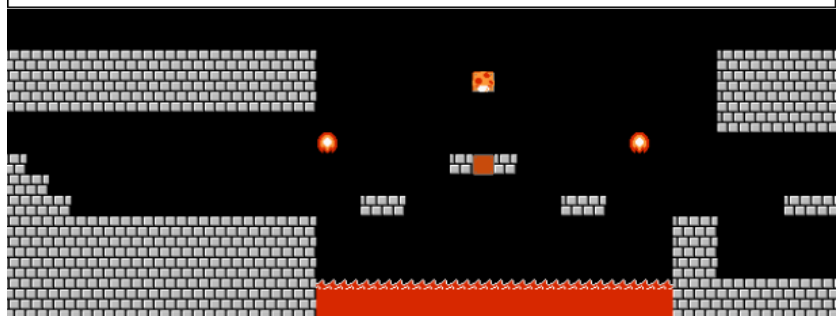
That's it! That's the entire level! Hop on the flag and get ready for another round with Bowser!



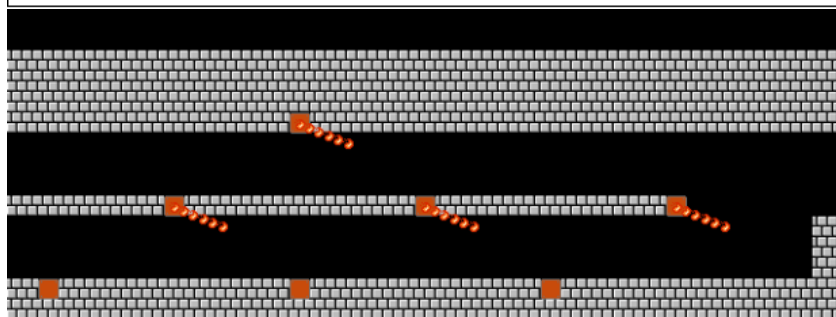
World 2-4

World 2-4 only offers one Mushroom Power Up block, so don't miss it! Also, be sure to take the bottom path of the two choices offered

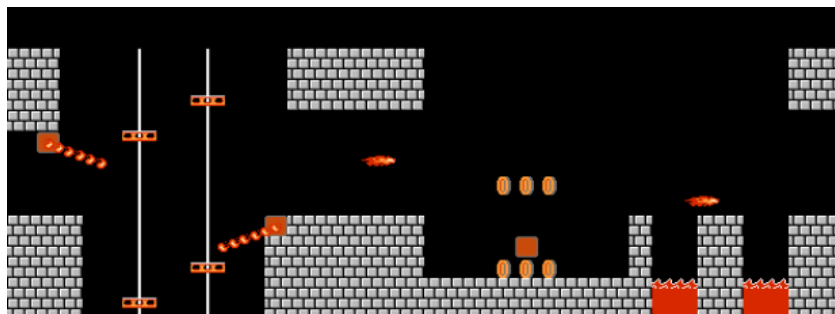
Each world dungeon increases a bit in difficulty as you go



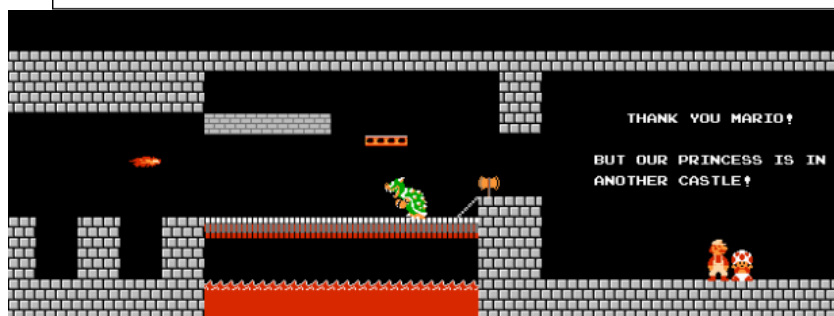
In later levels, you'll have to dodge the fire spinners attached to every block, but for now the bottom path lets you work on getting your timing



Fire spinners sandwich a couple of narrow elevators next. Getting across leaves you within range of Bowser's fireballs, so be aware of your



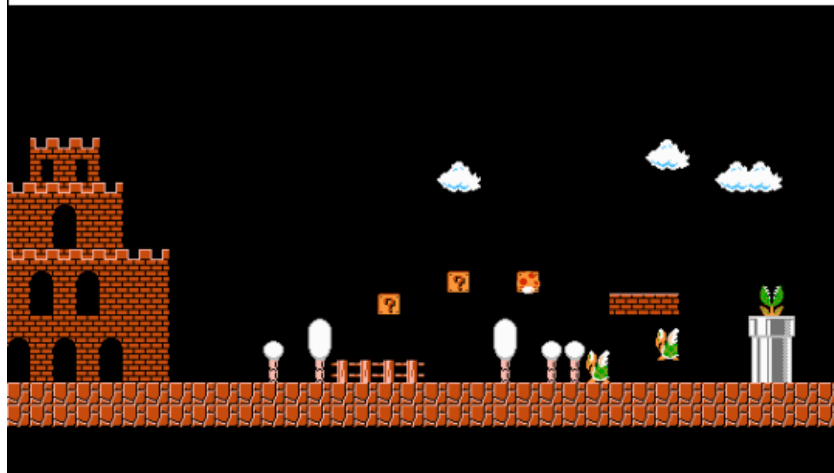
All that's left is Bowser and Toad. Be careful of the row of bricks across the top. It gives you a low ceiling that makes dodging Bowser's flames difficult



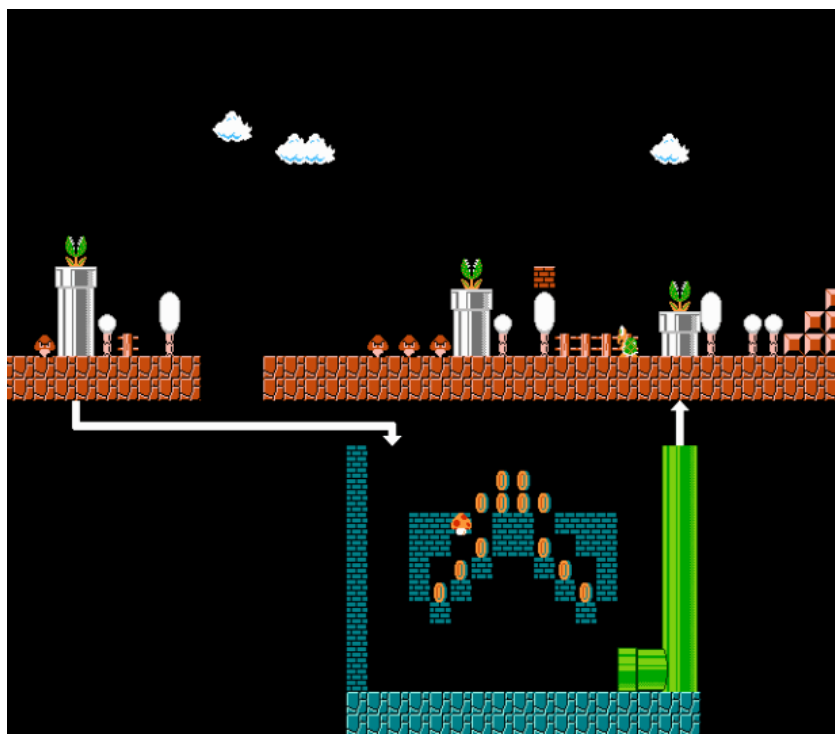
Chapter 6: World 3 Walkthrough

World 3-1

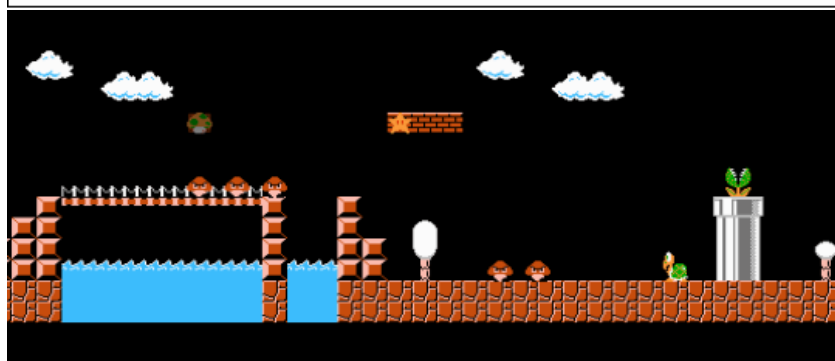
World 3-1 places Mario in a nighttime like environment. The dark poses no danger, however. It merely serves as a slightly different backdrop from the previous worlds.



Early on in the level, there is a secret coin world hidden in a piranha pipe. It's only useful to big Mario, however, as small Mario will be unable to break any of the bricks to get the majority of the coins.

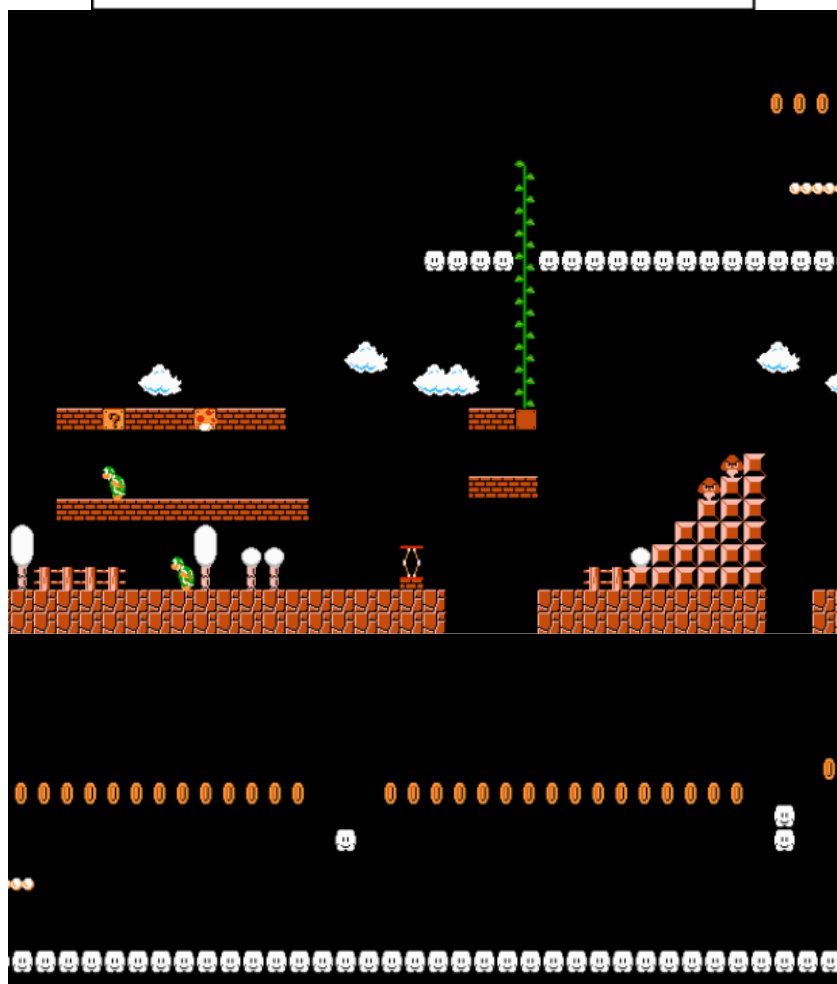


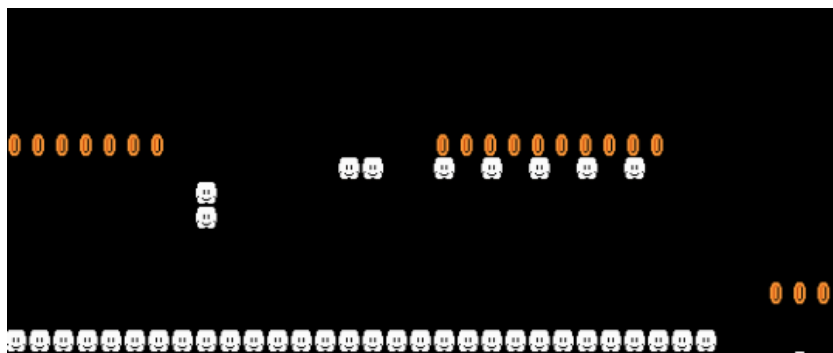
Next up is a short bridge with a secret 1-up Mushroom, followed by a hidden Starman. Don't miss either of these treats!



The Hammer Brothers are waiting for you at your next step along the journey. Dodge the hammers they throw in an arc in front of them if you don't have a Fire Flower to take them out from a distance.

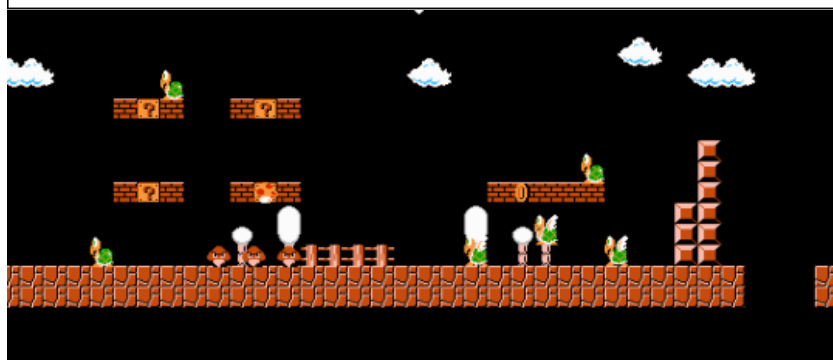
Use the spring to jump onto the middle level of the two rows of bricks. There's a vine hiding here that will take you



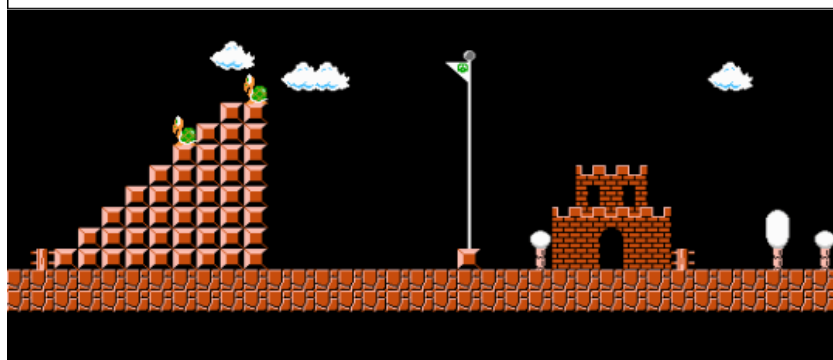


If skip the clouds, you will have a chance at a Mushroom

Otherwise, taking the cloud route drops you just in front of the



The stairs at the end of world 3-1 offer a unique chance to earn a large number of extra lives. See the Super Cheats section for a



World 3-2

World 3-2 is simple, straight, and flat. Use the Koopa Troopa shells to get rid of enemies in sequence by chasing along behind them as they knock obstacles out of your way!



Don't miss your only Mushroom / Fire Flower power up



Unless you have a Fire Flower, don't bother trying to get the Multi-coin block here. The Koopa Troopa shell makes it far too hard. Grab the

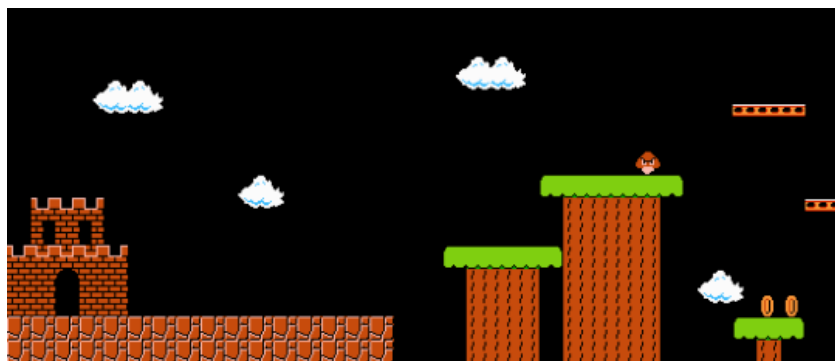


The brick block here has absolutely nothing in it. Don't worry about it unless you just want the points for breaking it.



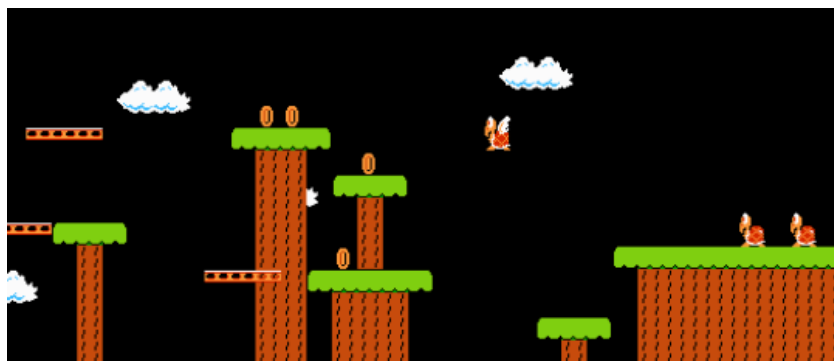
World 3-3

The biggest trick to world 3-3 is taking the path with the most coins available. It's not a difficult task, as there are plenty of

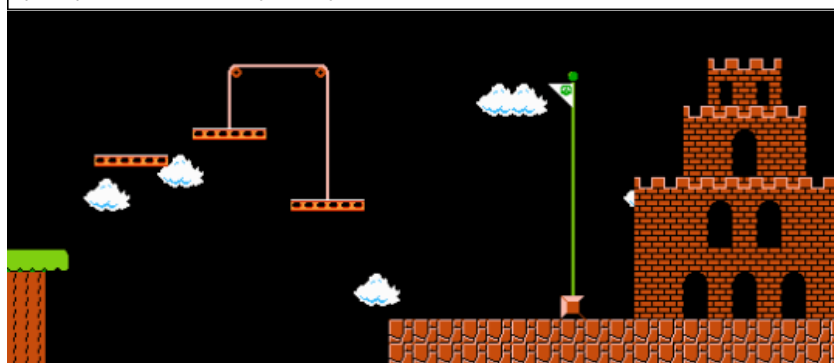


Careful! The pulley system platforms behave like a set of scales and will fall off if one reaches the top of its side. Don't dawdle on



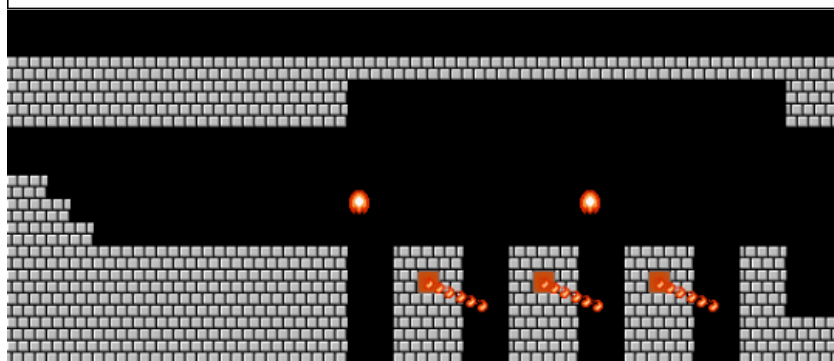


One last pulley set before the flag and you're all done. To get the best score possible, use Mario's weight to get the side closest to the flagpole near the top of the screen before

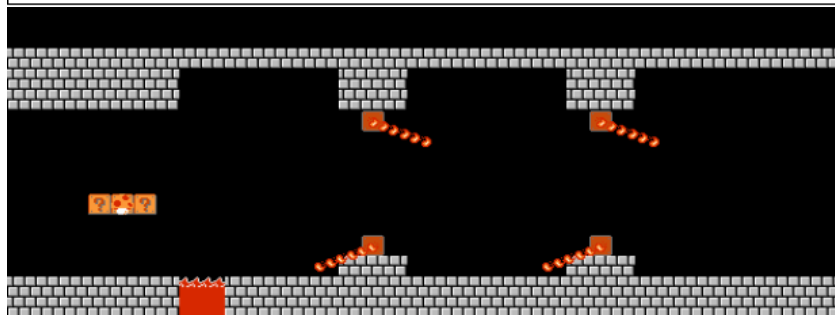


World 3-4

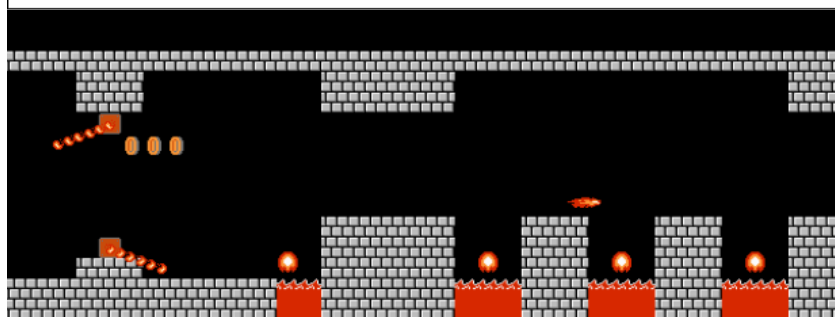
Another dungeon, another King Koopa. Dodge the fireballs and fire spinners to face down the big lizard.



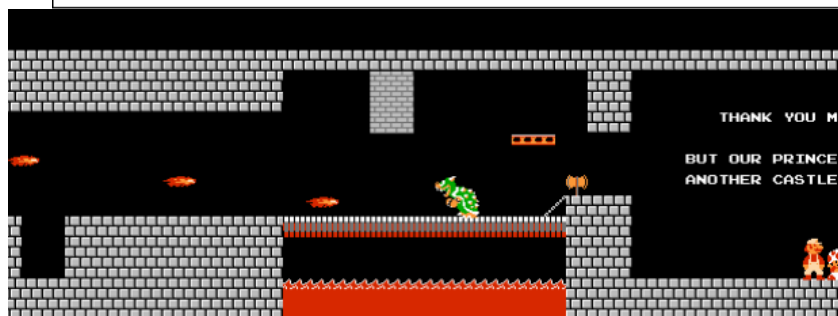
Only one Mushroom / Fire Flower in this world, so snag it and boost your chances at beating Bowser!



Koopa turns up the heat the closer you get. Keep your cool and dodge the multitude of fire being flung at Mario!



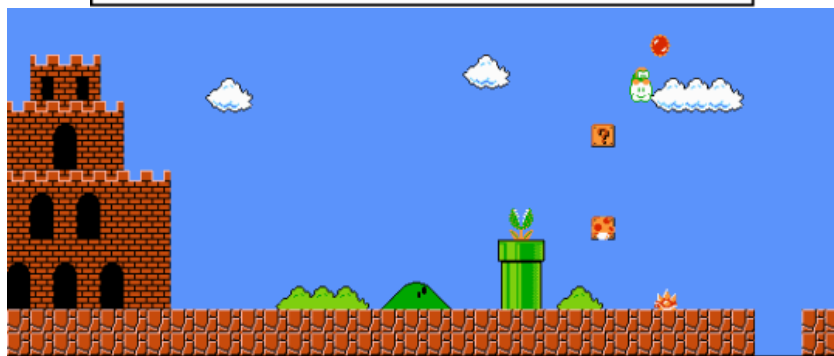
Finally! Time your trip past Bowser's flames to get past the bridge and



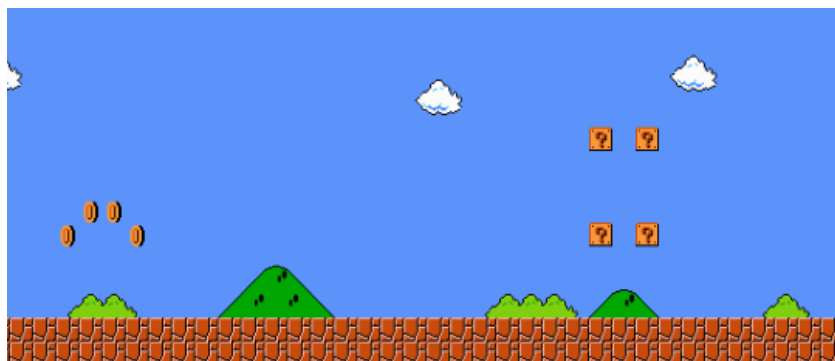
Chapter 7: World 4 Walkthrough

World 4-1

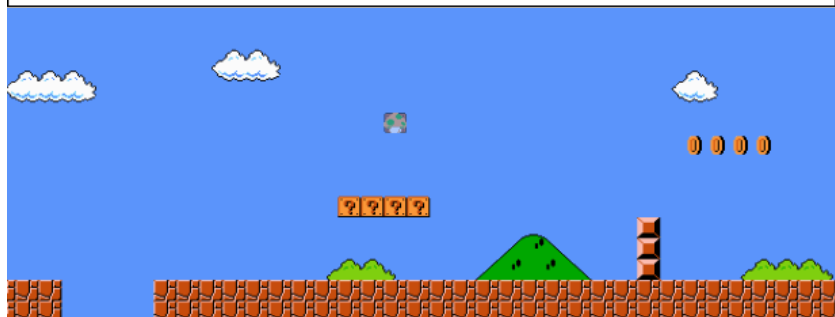
World 4-1 introduces a pair of enemies that are difficult and annoying to deal with. Lakitu floats through the sky in his cloud and drops Spinyes on Mario from above. Spiny can only be killed with the Fire Flower, so Mario will have to dance around to avoid touching them as they fall.



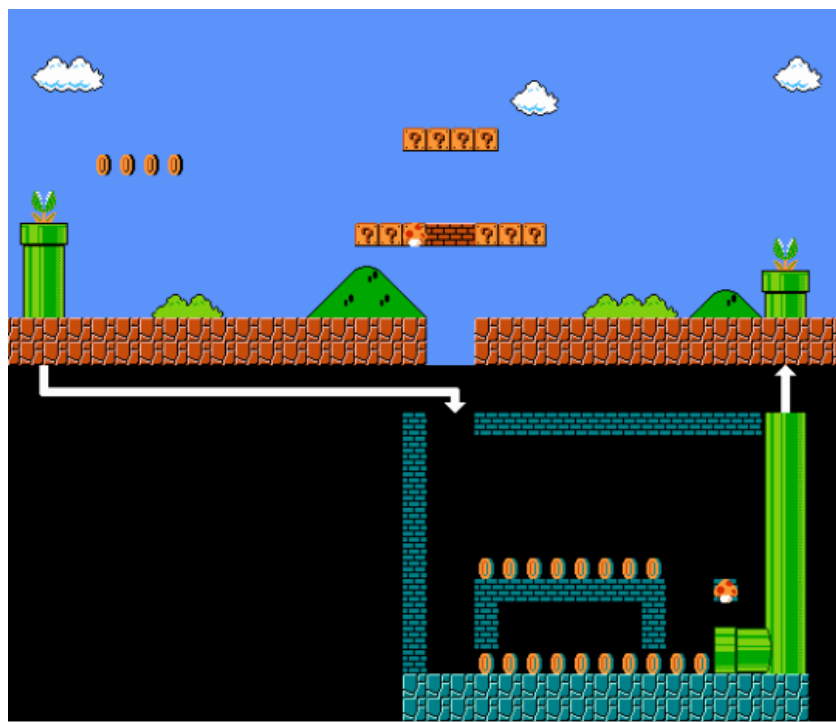
Lakitu will follow Mario throughout the entire level, too far above to reach and get rid of. Occasional blocks high in the sky provide a chance to knock him out of play for a few minutes, but he doesn't stay



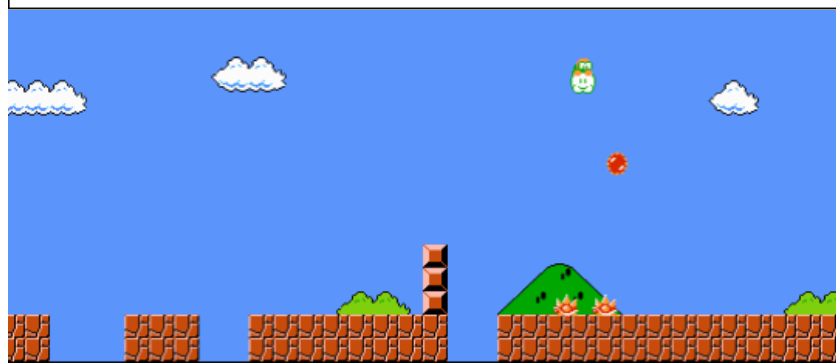
A secret 1-up Mushroom hides above the set of four Question Blocks, just waiting to be found.



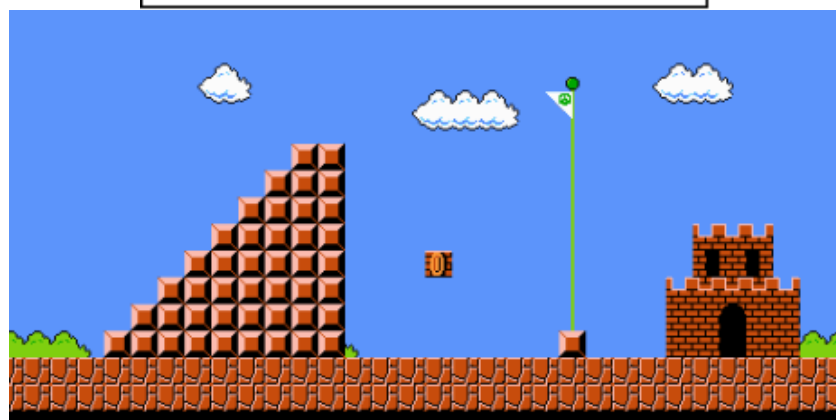
The second piranha plant after the 1-Up Mushroom leads down to a hidden coin room. Unfortunately, it doesn't cut off much of the level, so Latiku and his Spiny friends will still be a problem.



Not far now! Just a little more to get to the flag pole and get

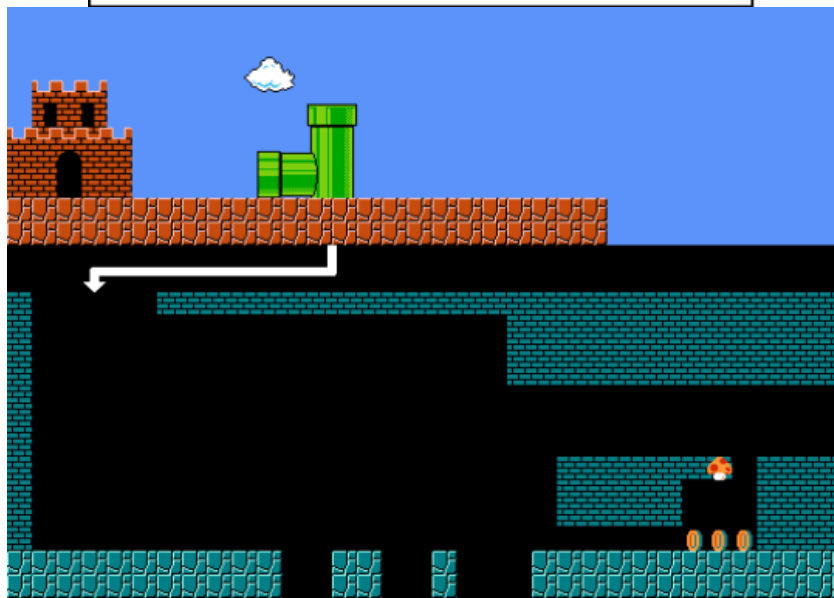


Whether you get the coins in the block or not, Lakitu leaves you alone as soon as you're past the stairs. Whew!



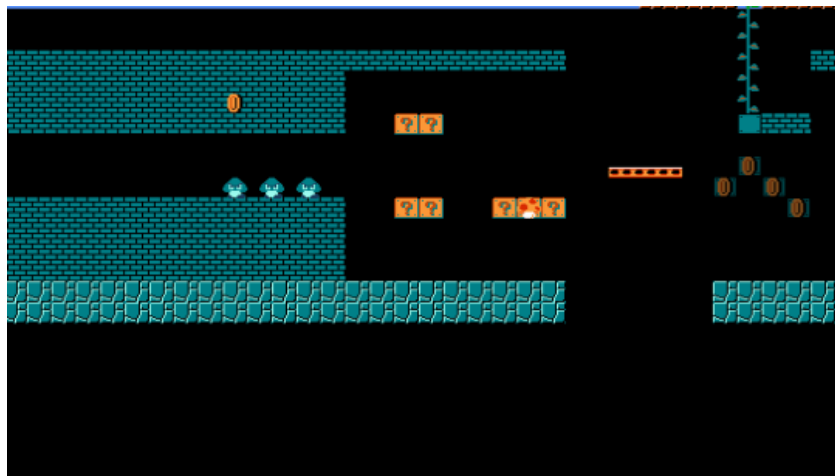
World 4-2

World 4-2 takes Mario back underground, but this time there are far more surprises waiting! Don't miss the hidden Mushroom power up near the beginning!

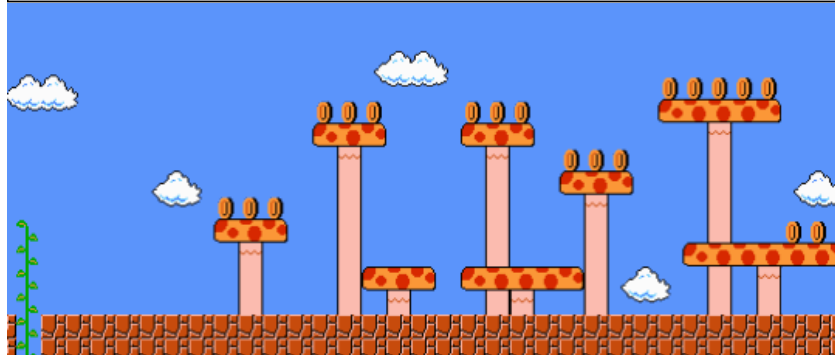


There is a hidden multi-coin block near the end of the brick tunnel. Mario can only get to it if he's Big or Fire

The first big secret in this world is the Warp Zone to Worlds 6, 7, and 8. To get to it, you'll need to hit the invisible coin blocks shown here. Don't get the tallest one until after you've spawned



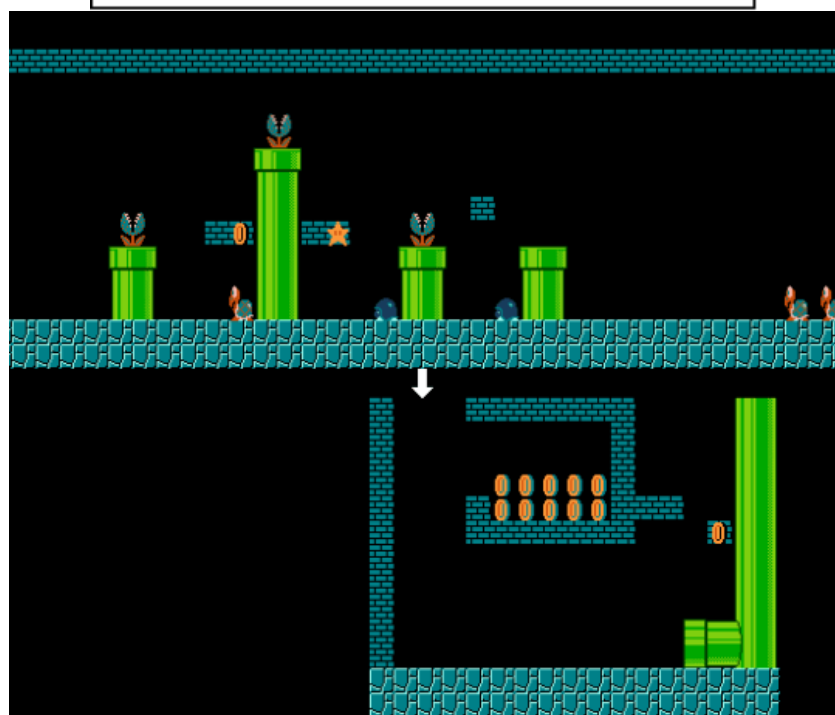
The vine leads to a nice collection of coins before you get to the



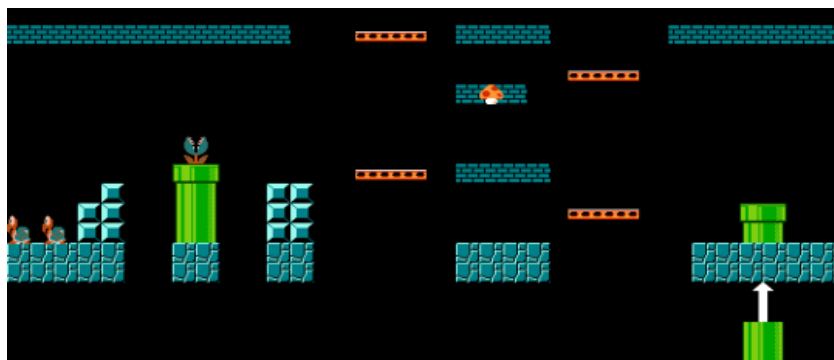
Choose your path and cut some time off



If you don't take the Warp Zone vine, there is a multi-coin block (only worth it if you have a Fire Flower to take out the Koopa Troopa) and a Starman on either side of the tallest pipe you encounter next. The pipe immediately following leads to a hidden coin room that cuts a nice bit



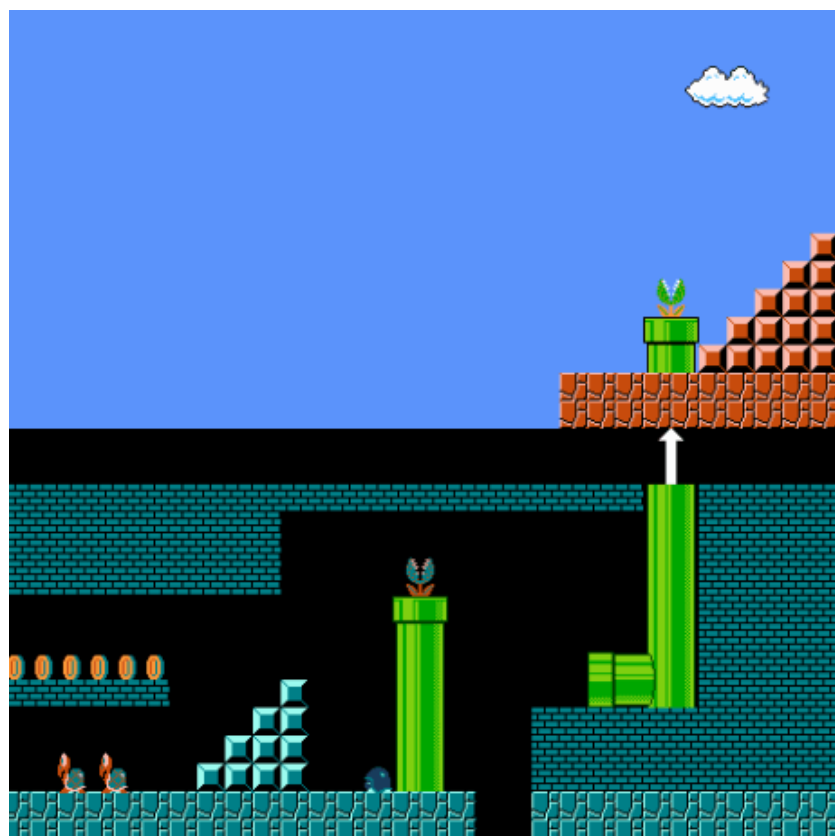
Not taking the coin room gives you access to a hidden Mushroom power up. Otherwise, Mario emerges just



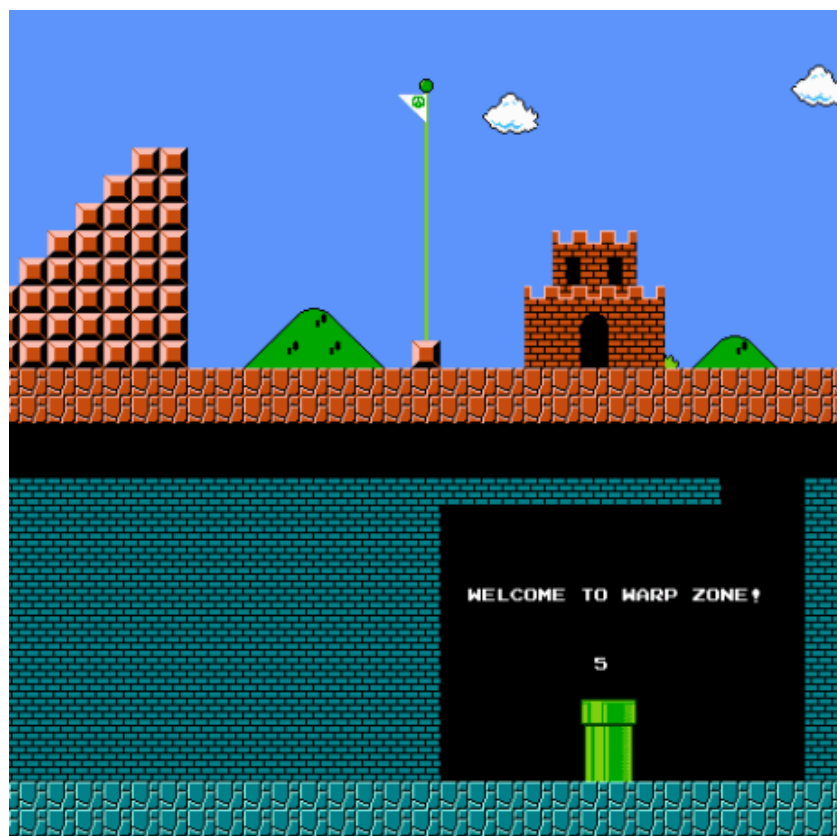
You have a choice here. Continue along the bottom path to the end of the world, or take the ceiling path like world 1-2 to



The bottom path leads immediately to the world exit where Mario can continue on to 4-3. Use this option if you're a completionist wanting to see all of the levels inside the

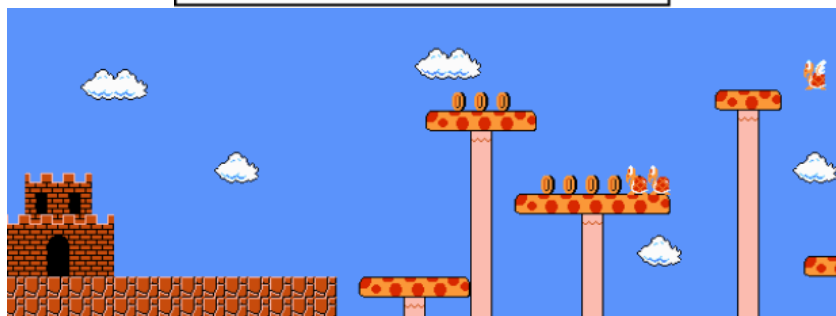


Running along the ceiling skips the flagpole exit and instead takes Mario to the Warp Zone for World 5. It's not a bad consolation prize if you missed the first Warp Zone for some reason.

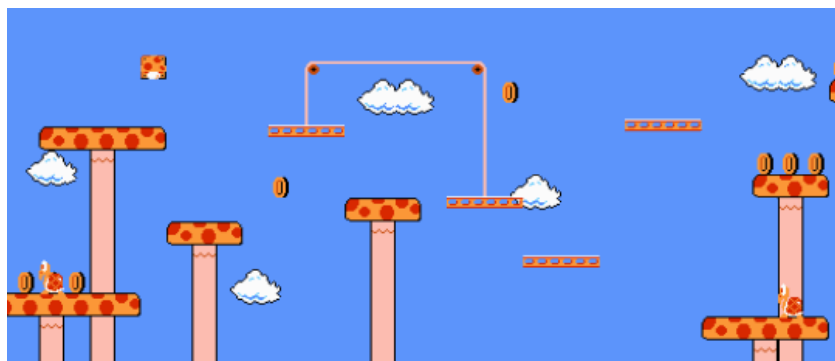


World 4-3

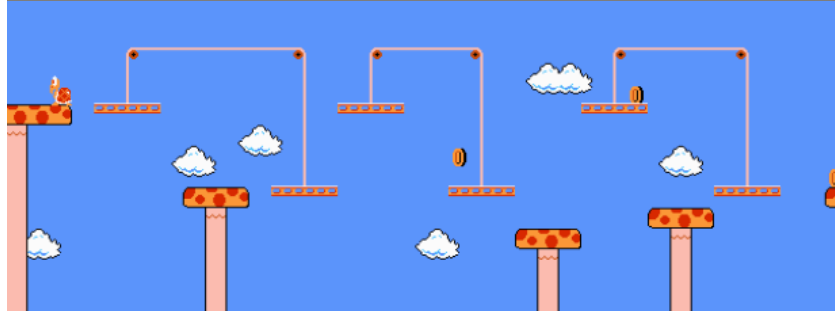
World 4-3 is another jaunt through mushrooms in the sky. It's a little more tricky than the last one, so pay close attention to Mario's surroundings.



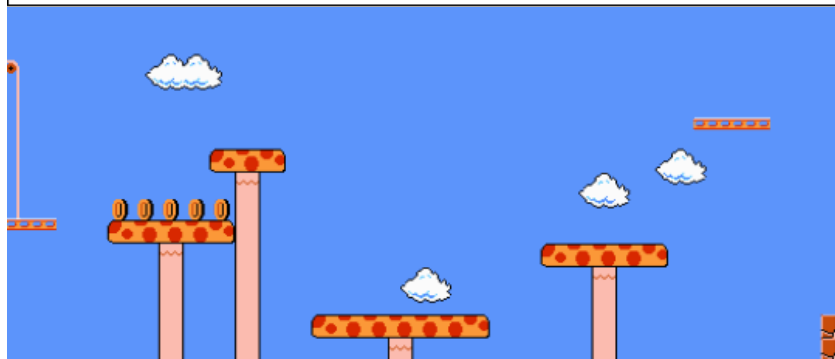
The first pulley system you encounter stands alone. Take the chance to remind yourself how the mechanic works because you'll

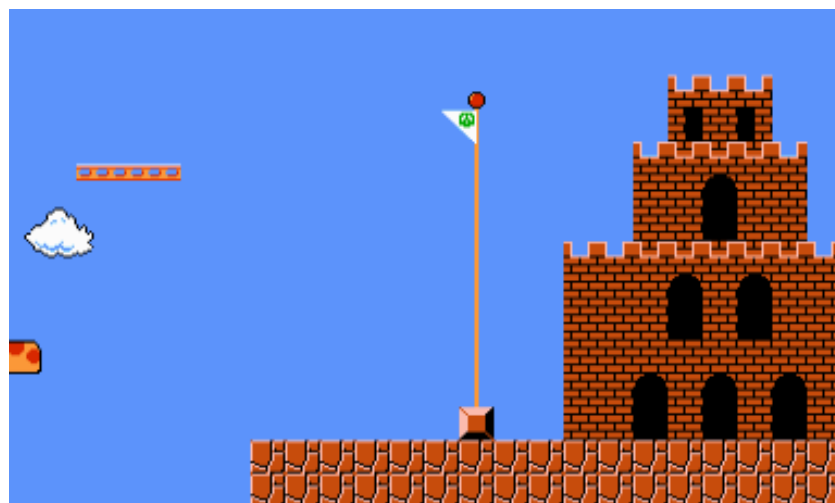


A series of three pulleys here ensures that a single mistake will be certain



Fortunately, that's the trickiest part of the level. Get past the pulleys and you're home free to the flagpole!

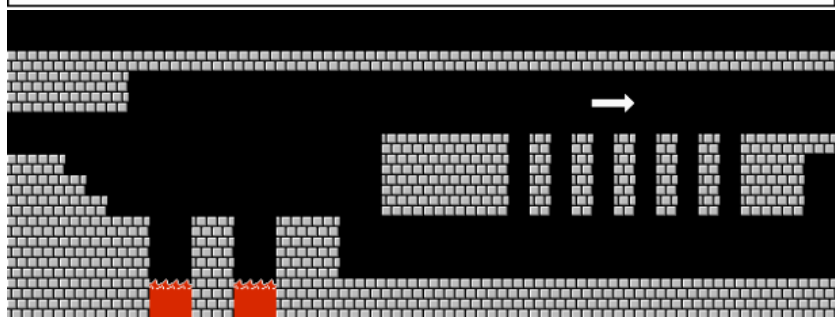




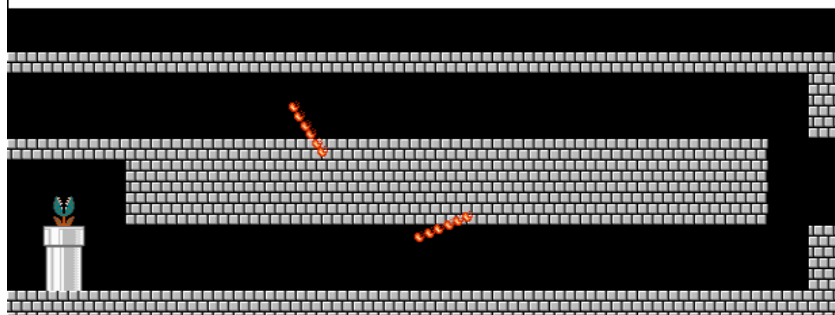
World 4-4

World 4-4 is the first maze you encounter in the game. Take the wrong path, and the level simply repeats itself until time runs out.

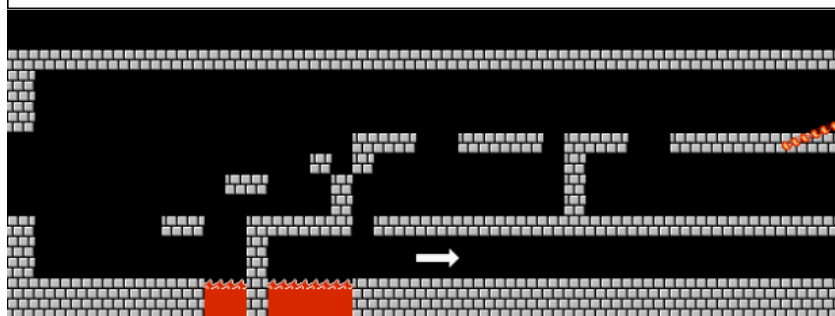
Take the top path and use the B button to run across the small gaps so Mario doesn't fall down to the



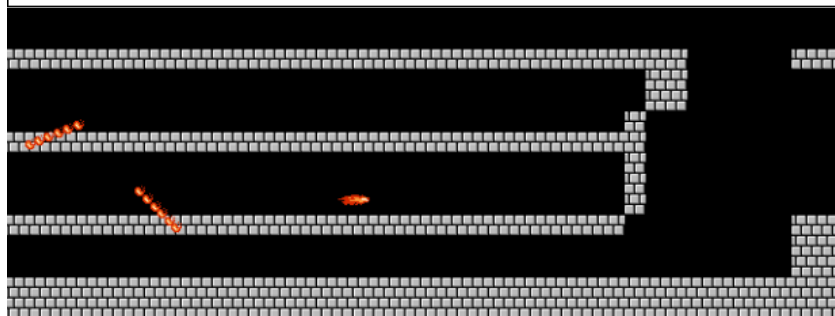
If Mario does fall down, you'll end up right back at the start of the two paths once you get to the end of your first trip through.



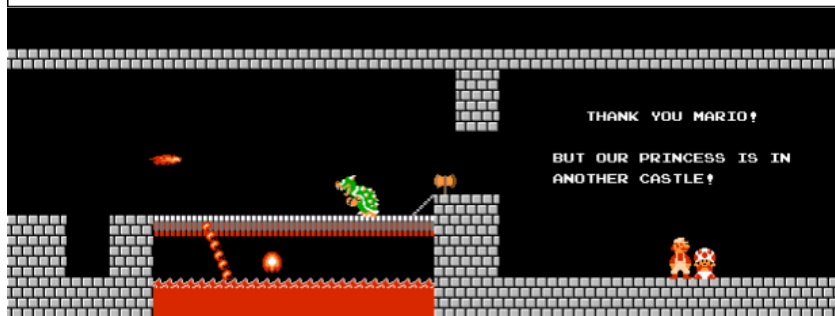
The next path you have to take is the bottom-most one. Make sure Mario is down where the arrow is on this screen before



Again, taking the wrong path here sends you back to the beginning. If you run along the bottom, the upper two paths will



There's extra fire at Bowser this time, so be careful and dodge it! Don't let a simple mistake undo your hard work on navigating this



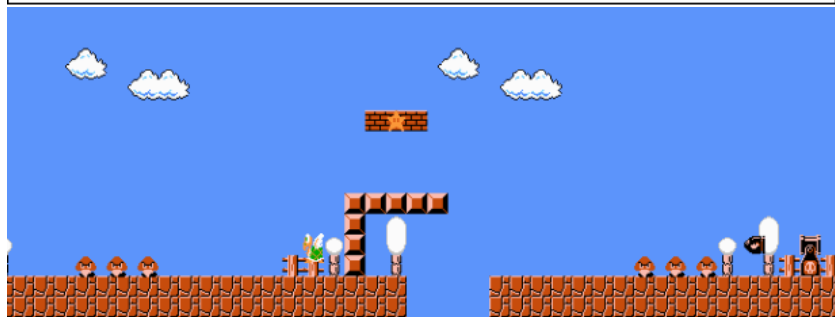
Chapter 8: World 5 Walkthrough

World 5-1

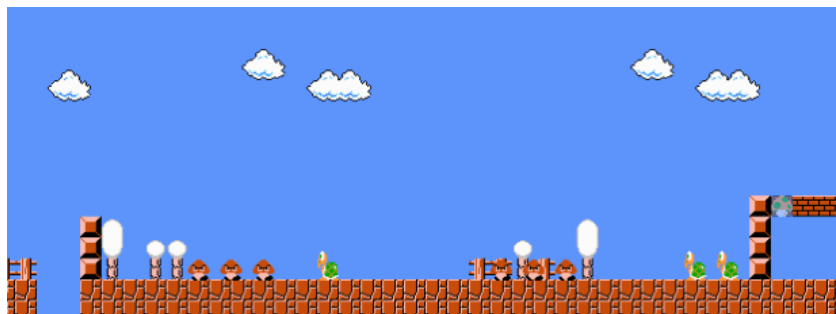
World 5-1 begins pretty simple and straightforward. Nothing about it is too challenging by this point in the game.



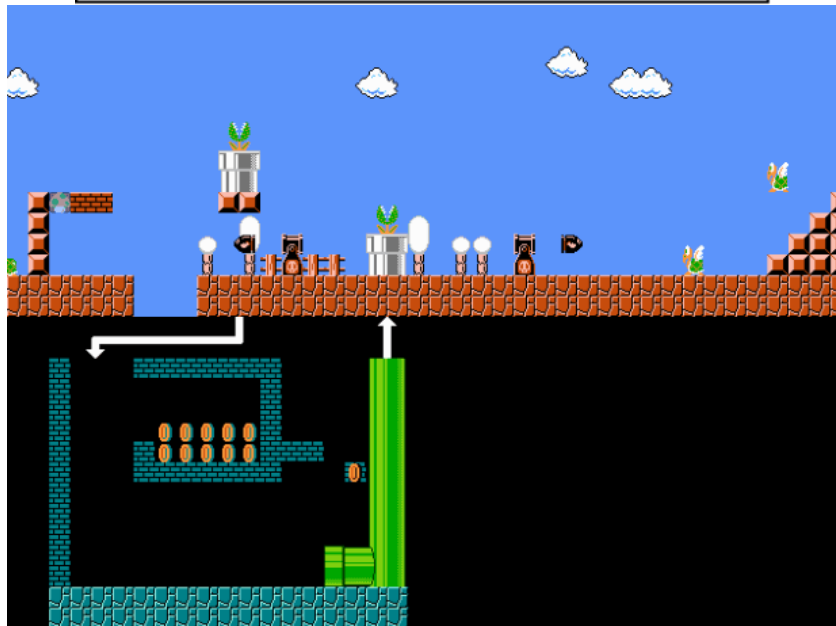
The first secret comes at this odd structure, where you'll find a Starman hiding in the bricks. Watch out for the Bullet Bills



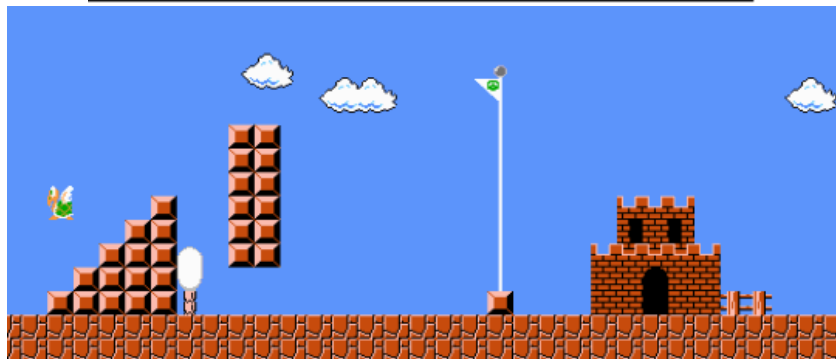
Next up is a hidden extra life, as shown in this and the following image.



If you go too far past the extra life, you won't be able to backtrack to get it, so don't miss it. Also take a second to duck down the piranha pipe and get the coins in the hidden room below!



That's all there is to it! Jump
on the flag pole and head to

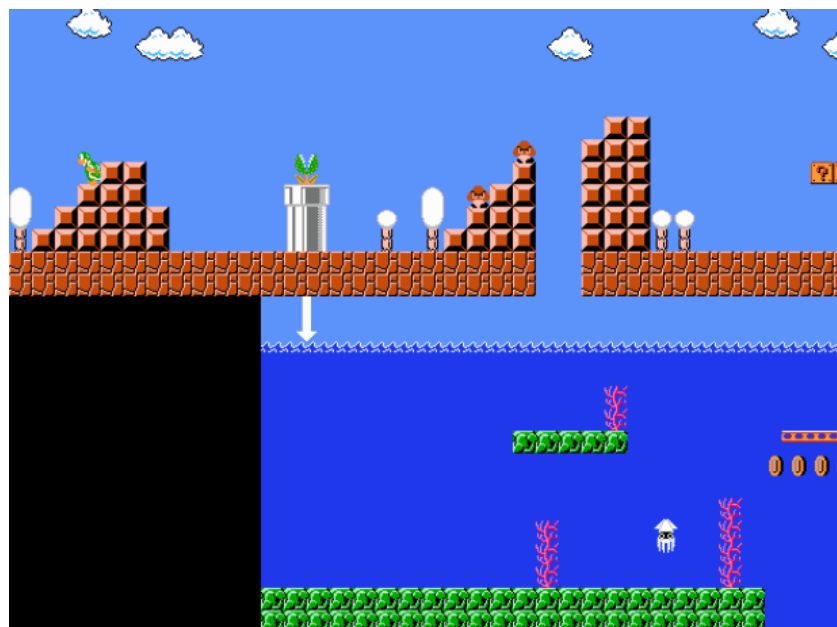


World 5-2

World 5-2 is your punishment for world 5-1 being so simple. Grab the hidden Mushroom power up and get



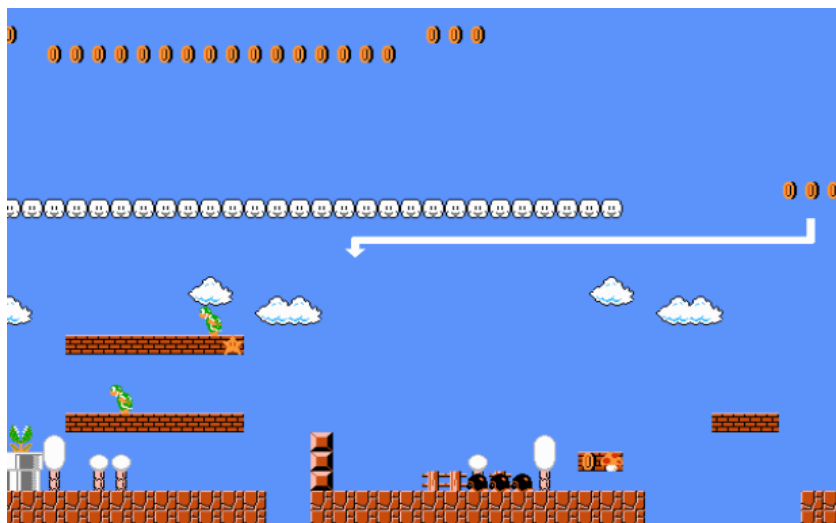
Pick your poison.
Go down the
piranha pipe to go
for a swim, or
stay above-world
for a chance at
clouds and coins!



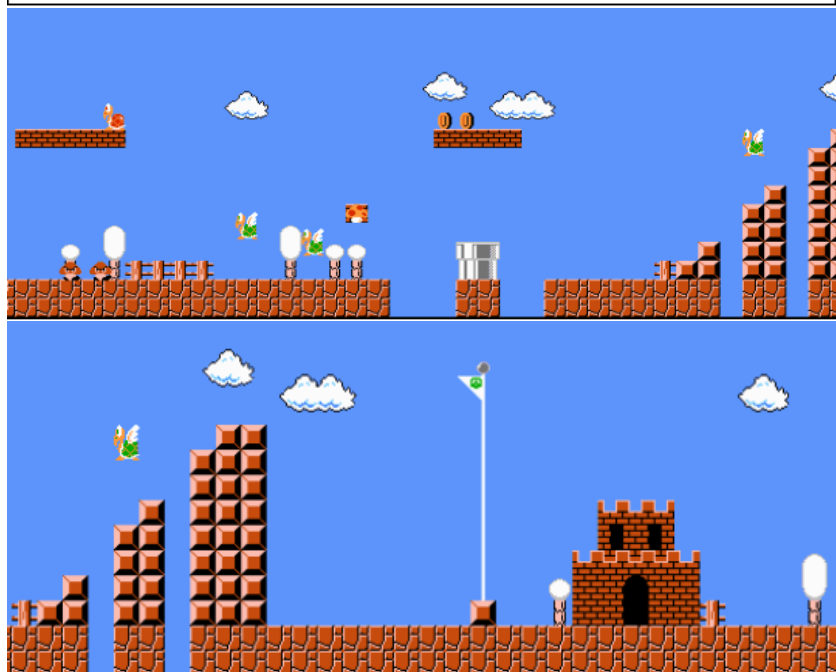
You'll have to get past another Hammer Brother and find a hidden coin block to get to the clouds. It's worth doing, however, because it will allow you to skip a few troublesome enemies if you didn't choose



Swimming brings you up just in front of a set of Hammer Brothers. Taking the cloud path, however, lets you at least skip the and drops you in front of a tiny multi-coin block and Mushroom power up. Big Mario can get to



Almost there! The stairs to the flag pole are a bit broken, so watch where you land with Mario or you'll end up dying

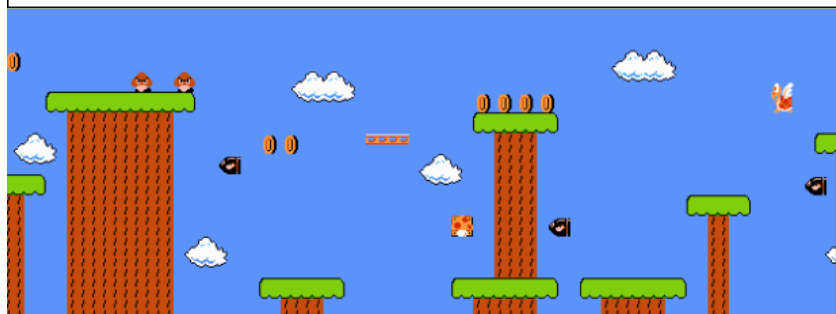


World 5-3

World 5-3 is a lot like world 1-3, but this time there are Bullet Bills cruising along through the sky and trying to take out Mario!



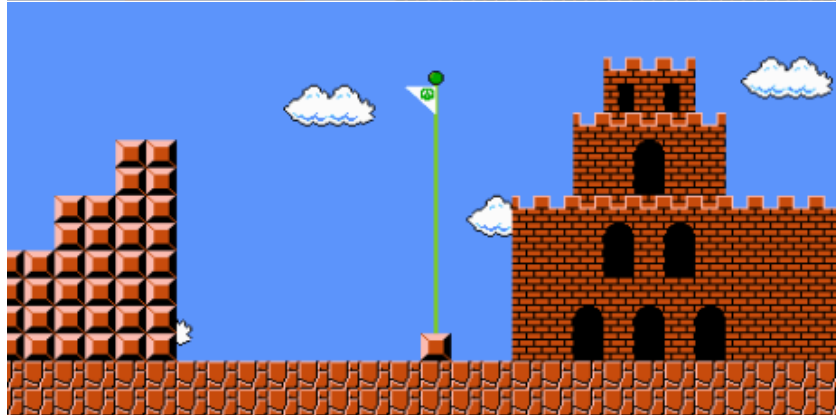
There's only one Mushroom power up available here, so grab it



This gap is a nasty set of jumps, especially given the small size of the platforms

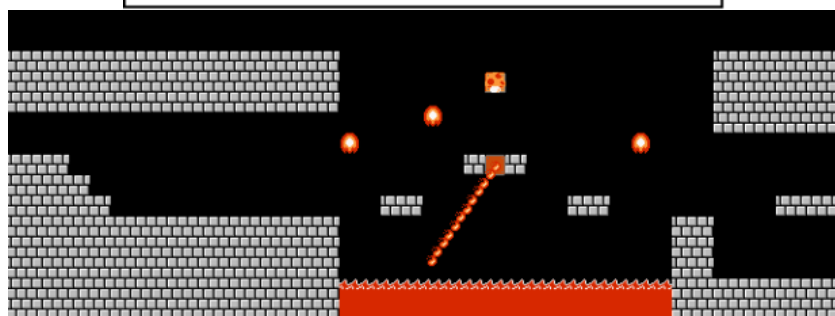


Getting beyond the giant gap puts land

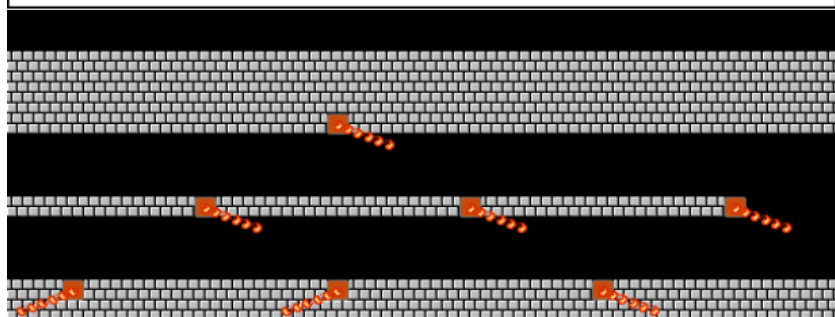


World 5-4

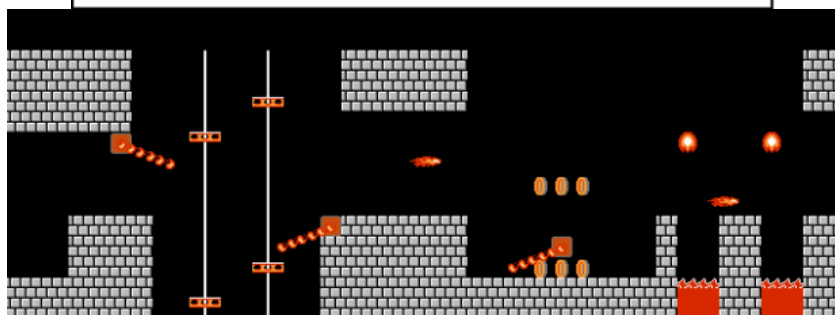
Continuing the trend of copying levels, World 5-4 is identical to world 2-4, but

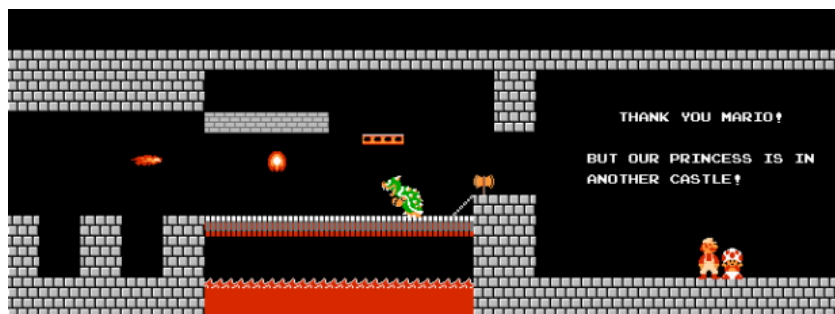


Seriously. There is nothing else different. Just



And smaller platforms...and





Chapter 9: World 6 Walkthrough

World 6-1

Lakitu is back to harass
Mario with more Spinies in
... - -



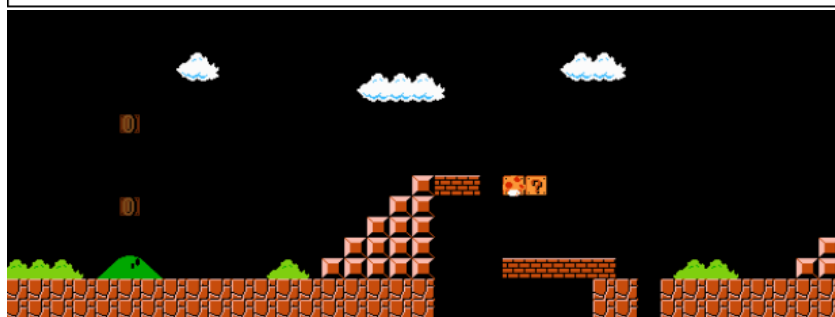
Be careful when grabbing the hidden items in
this world, as the Spinies will constantly seek
out Mario in an attempt to end his quest.



There's an invisible 1-up here.

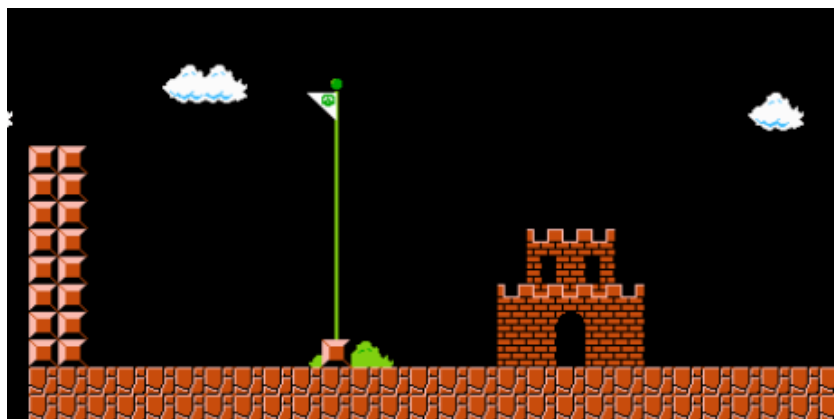


A couple of invisible coin blocks presents Mario an opportunity to take Lakitu out of the sky and gain a brief



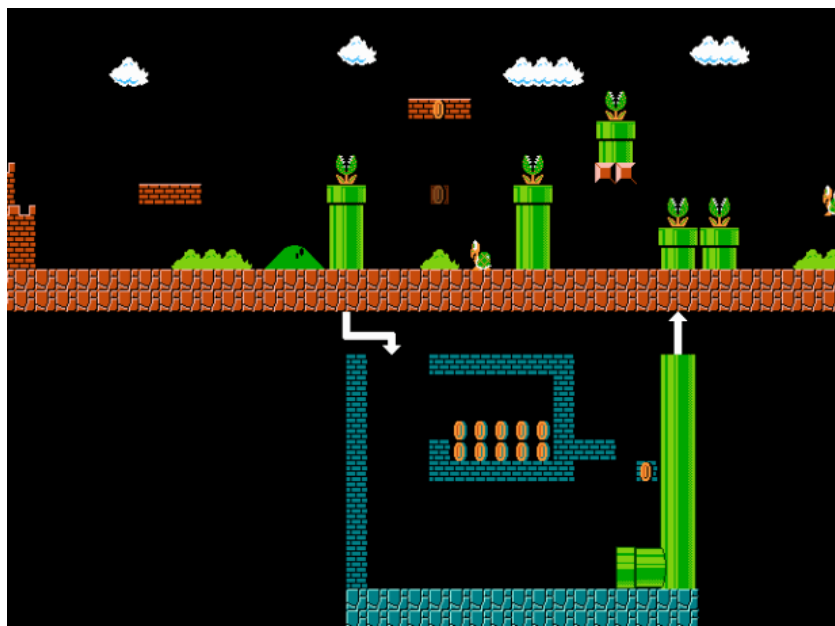
Almost there! The flagpole is just beyond the tall set



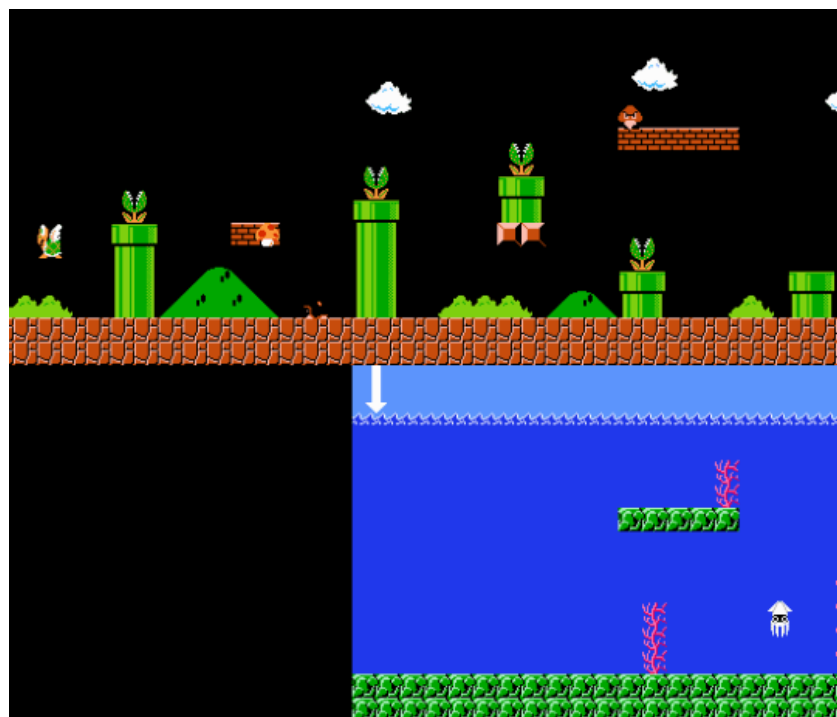


World 6-2

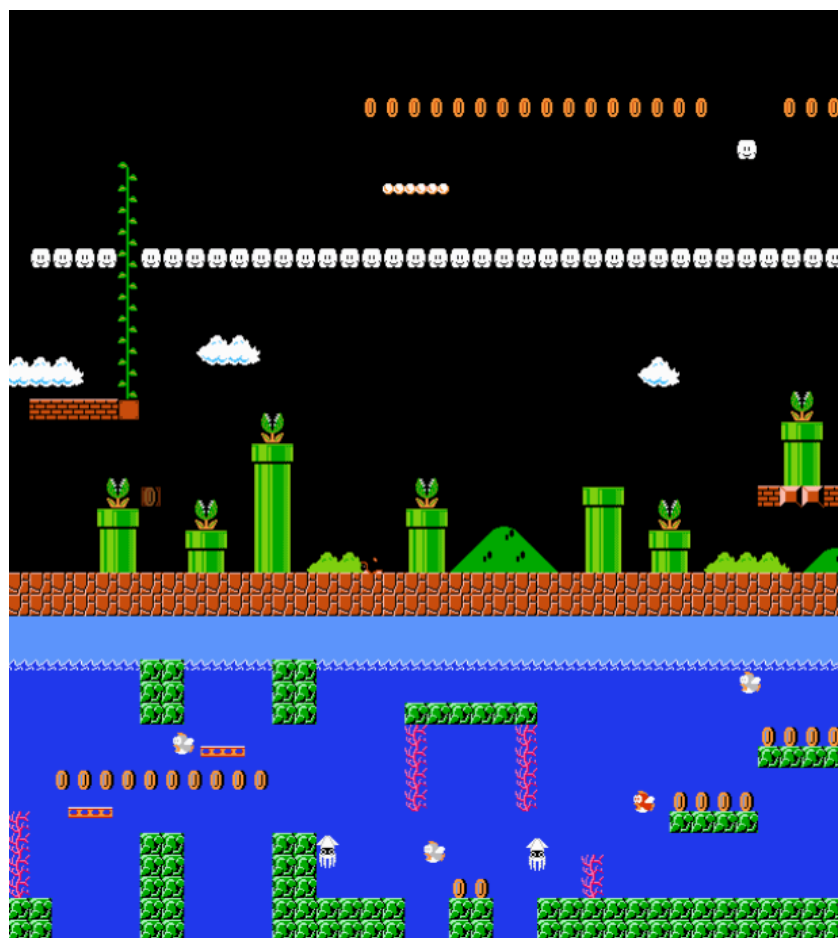
World 6-2 begins with a hidden coin room. Take it, as you'll get more out of it than you will the couple of coin blocks above ground, and you won't have to deal with piranha plants to boot!



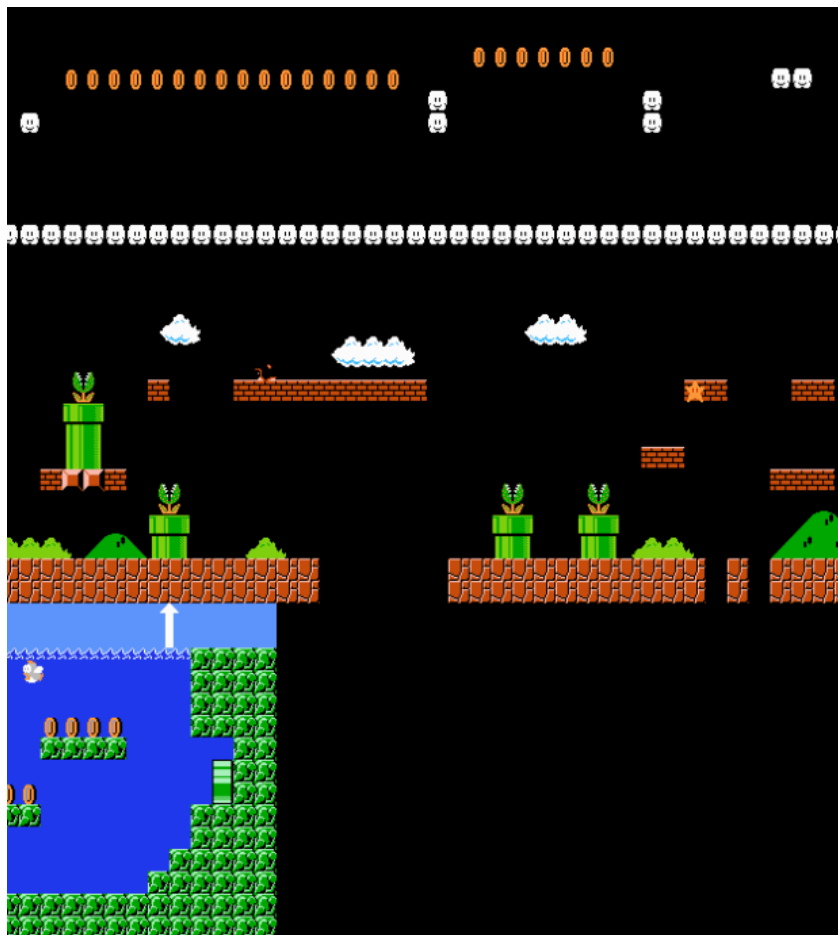
Next up is another choice... down a pipe for a swim, or continue on and have a shot at clouds and coins.



Whichever you choose,
avoid the middle path.
There are piranha plants
and very little else for Mario

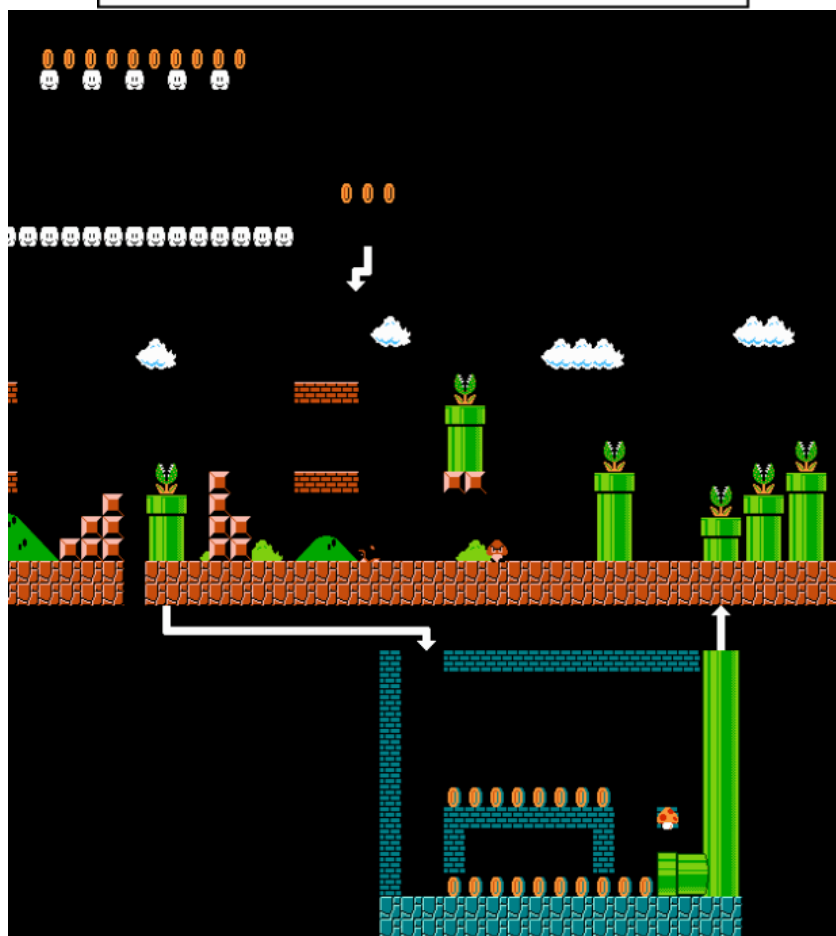


Going swimming brings Mario up just before a Starman, so if you went that route, make sure you grab it!

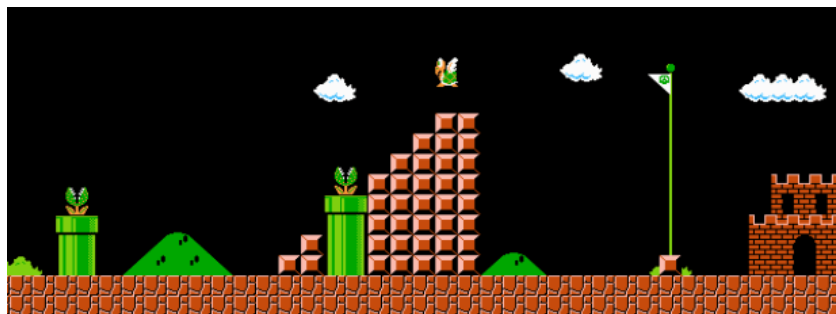


Going through the clouds allows for skipping a fair amount of the world, so it's not a bad option if you don't feel like dealing with enemies.

Taking the water path also allows Mario a shot at a hidden coin room and an additional Mushroom power up. It's certainly worth the



Watch the Koopa Troopa on the stairs just before the flagpole. Congratulations! You've made it



World 6-3

World 6-3 is a winter wonderland. Don't worry, aside from the graphics, there are no actual changes to the



Platforms remain small throughout this level, so Mario's jumps need to be precise to avoid an



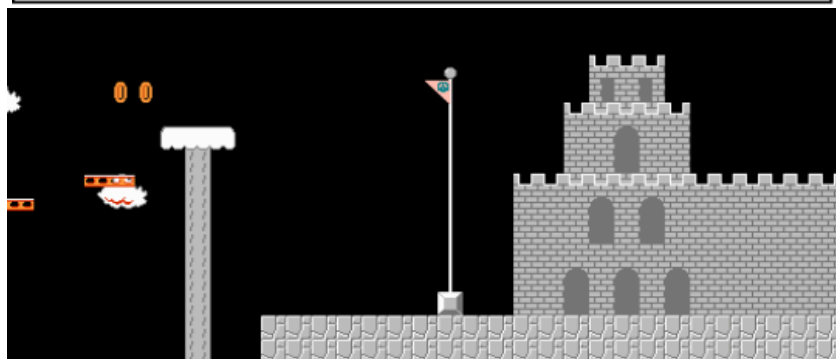
A couple more narrow pulleys and some Bullet Bills add to the complexity of the level, but patience will get you



Keep a sharp eye in this level. The Bullet Bills tend to blend into the background, so they can be easy to miss until it's too late!

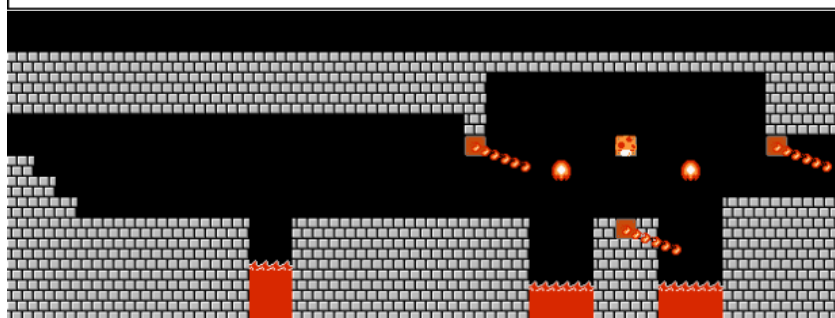


Another world down! Another dungeon

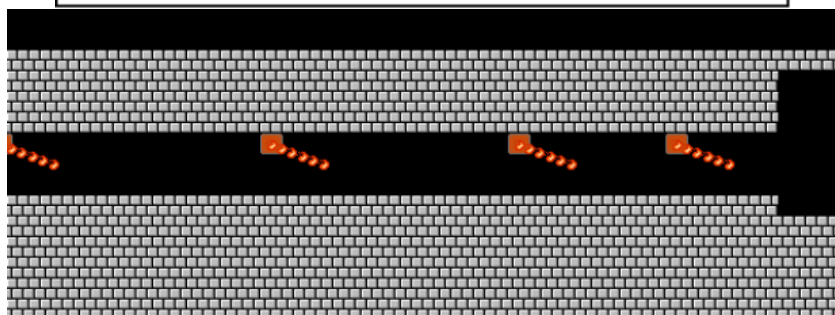


World 6-4

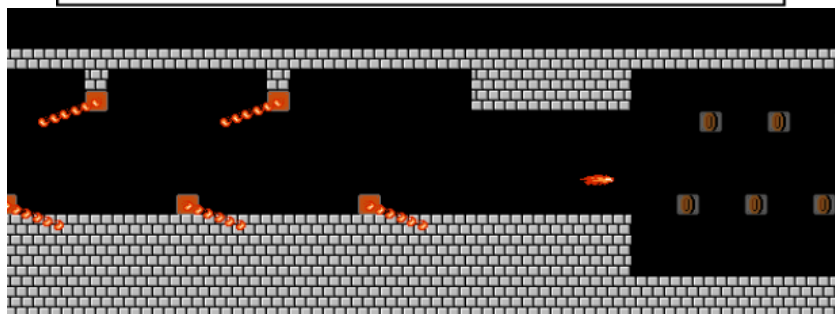
Welcome to world 6-4...also known as world 1-4



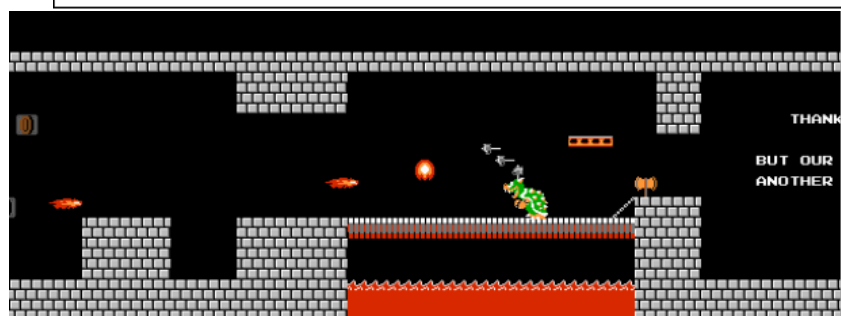
Are we beginning to sense a



Remember the blank boxes from
world 1-4? This time they're



Oh, and Koopa now comes with Hammers in addition to fire. Use the same skills you've honed on the Hammer Brothers to



Chapter 10: World 7 Walkthrough

World 7-1

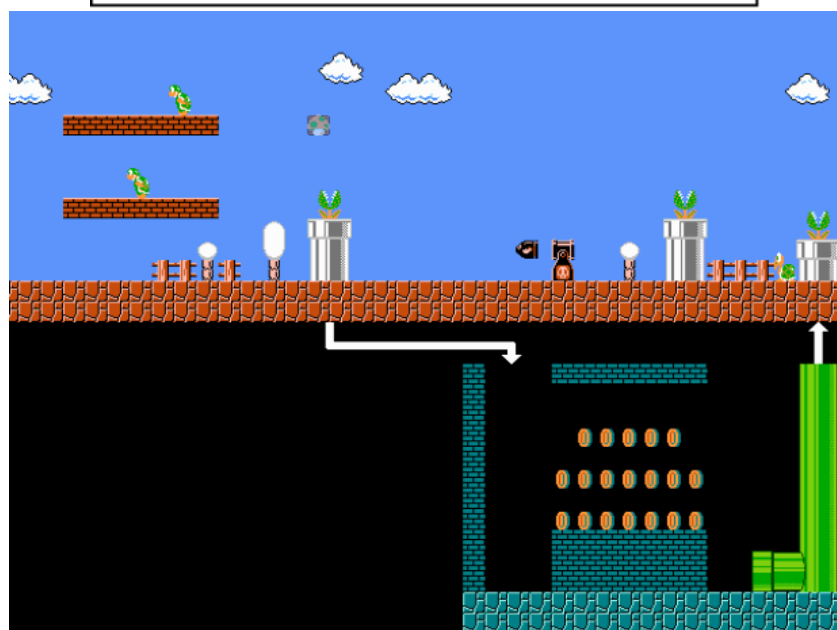
The theme of world 7-1 is bullets, bullets, and more bullets! Between the overwhelming number of Bullet Bills and Koopa Troopas, Mario is going to need to learn



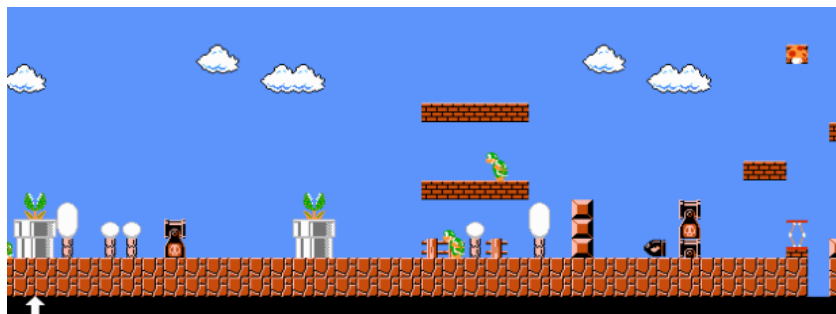
Some secrets just aren't worth grabbing. The hidden coin block below is definitely one of those. Ignoring it will make your



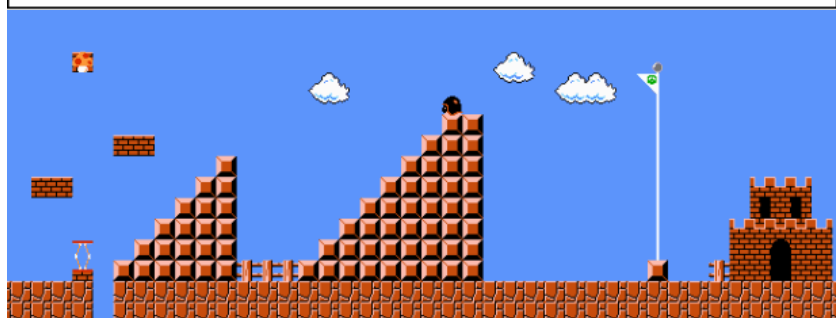
A set of Hammer Brothers is your cue to grab a hidden 1-up above the piranha plant. Take the pipe down to get some extra coins after you've done



There's a second set of Hammer Brothers just before the end of the level, so rejoice when you see them! You're

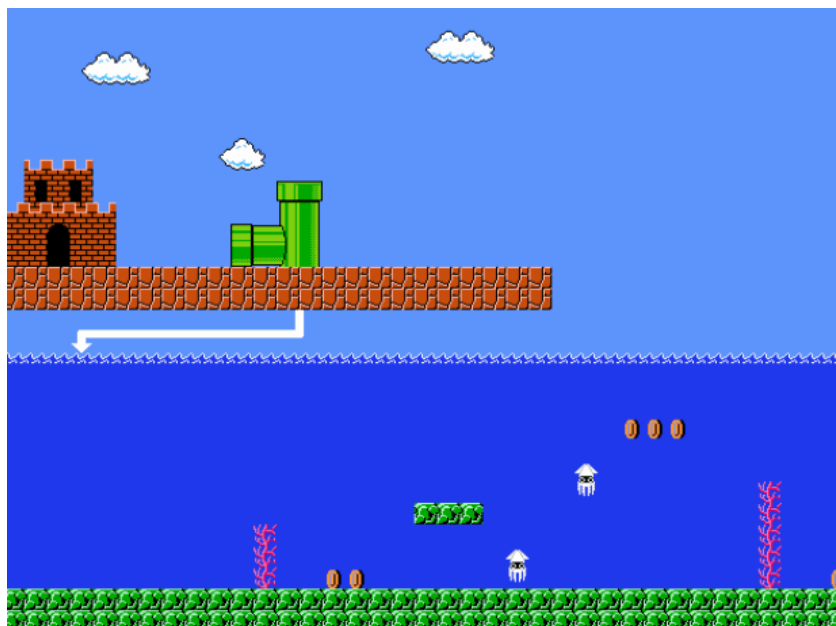


There's a Mushroom for the taking just before the final set of stairs in the level. Grab it and then get



World 7-2

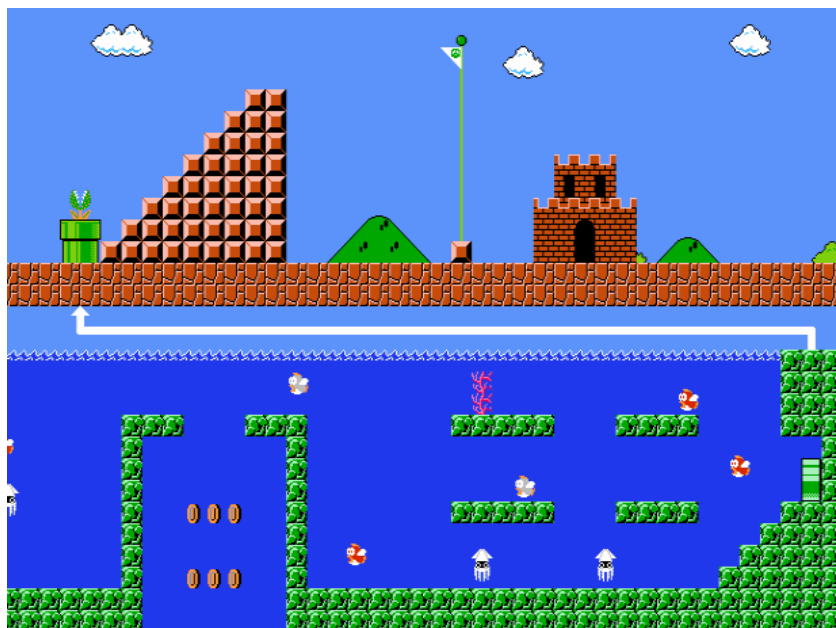
World 7-2, like world 2-2, is entirely under water. The level is almost identical, with additional Bloopers and Cheep-Cheeps to make getting through in one piece more difficult.



Aside from the sheer number of enemies, there really are no surprises in this level after going

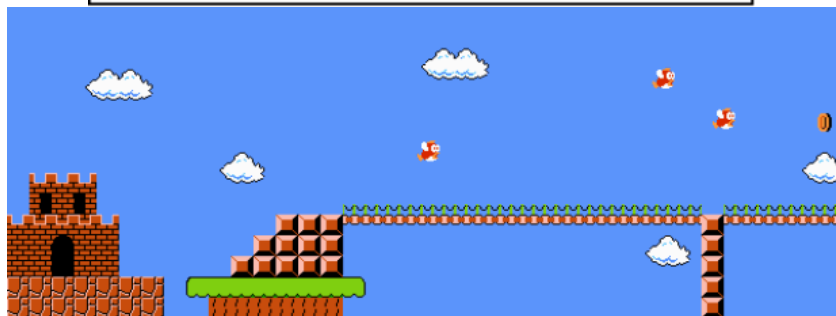


Even the ending is identical. Get out of here and don't give this world a second thought.

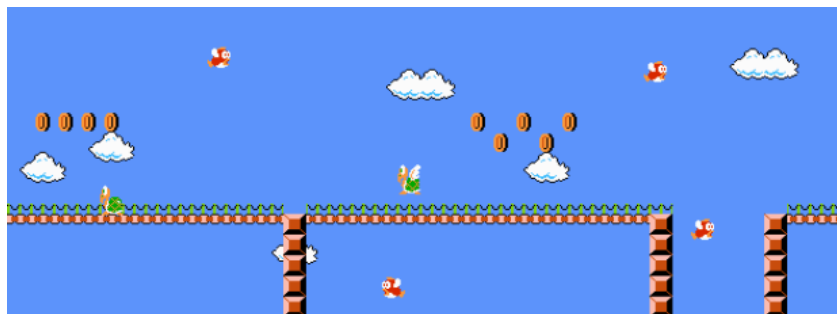


World 7-3

Guess what? Yep. It's another copycat world. You'll recognize most of world 7-3 from world 2-2.



A higher number of Cheep-Cheeps, along with the appearance of Koopa Troopas, adds a bit more difficulty to this world than the previous version.



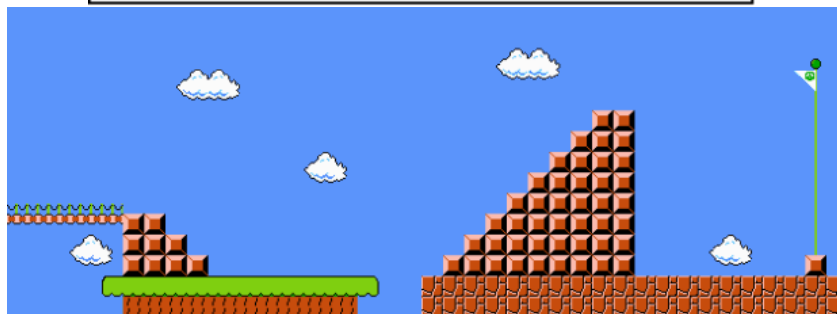
Still, the best way to survive is to keep moving just like before, so don't stand in any



More small platforms require carefully timed jumps to avoid being hit by the Cheep-Cheeps, but they're also a sign you're

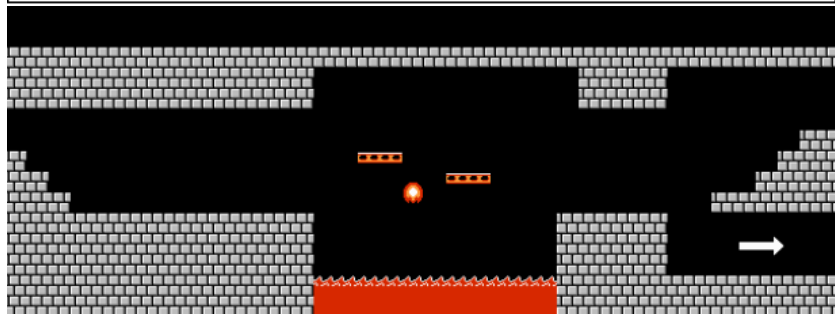


Congratulations! On to the
final imitation Bowser

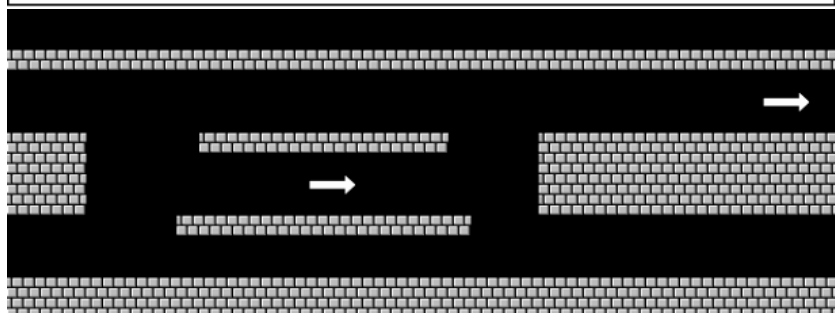


World 7-4

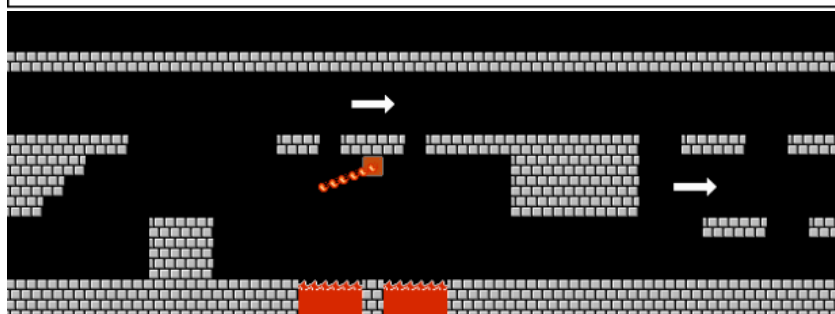
World 7-4 is another maze. Begin by taking the bottom



After running the bottom path, take the middle one, and then the top path in order to get to the next

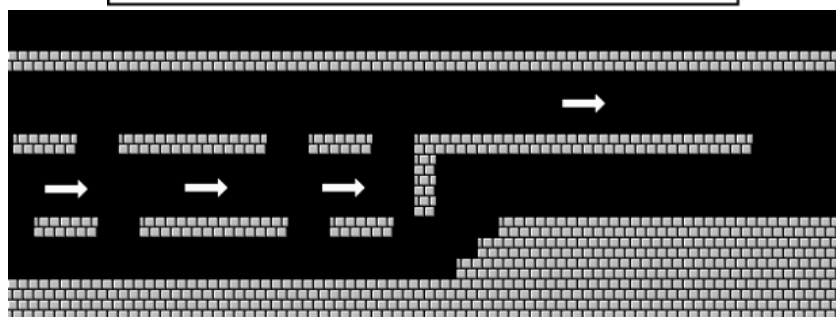


Next, you'll want to go across the top of the firebar, then take the middle path as soon as

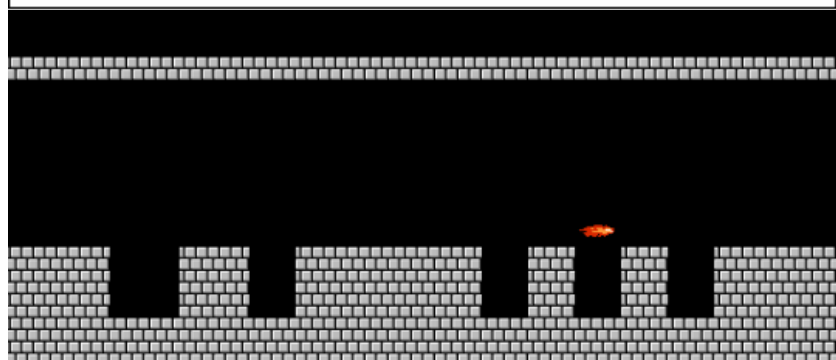


Stay on the middle path until you reach the roadblock, then move to

Even if you miss a jump and land on the bottom, as long as Mario passes through the middle of the gray bricks, it'll count for the maze.



Getting through the maze leads to a nice, easy run with a couple of pits for dodging Bowser's fireballs.



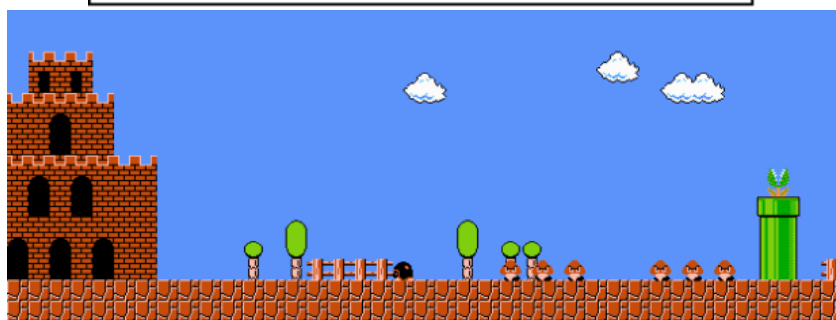
Once again, you'll face a hammer-throwing Bowser. At least this time there are no real obstacles to make getting beyond



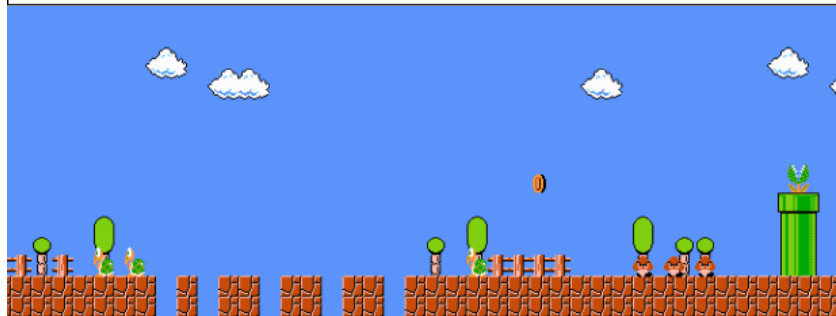
Chapter 11: World 8 Walkthrough

World 8-1

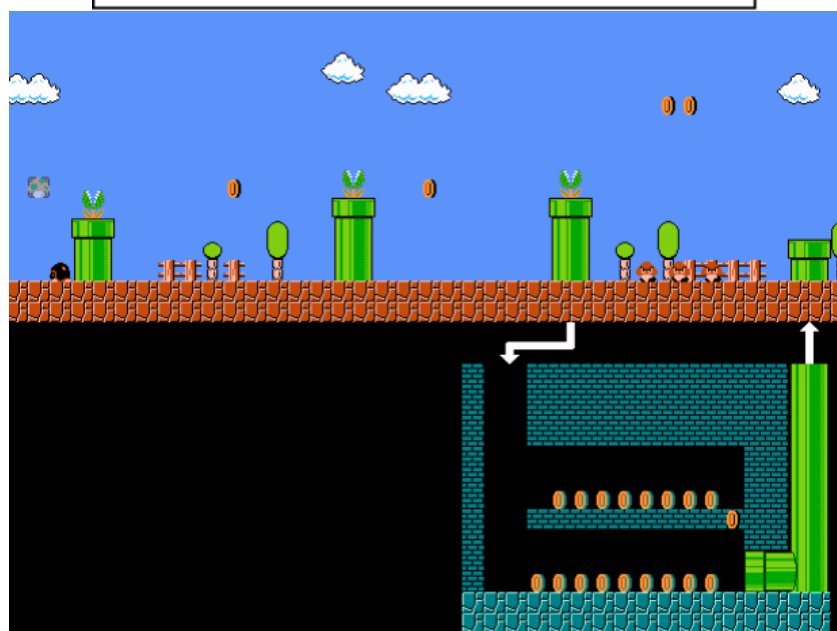
World 8 is the final world in the game. Don't expect it to be easy, as it is lengthy and packed full of hazards to trip Mario up! Running out of time



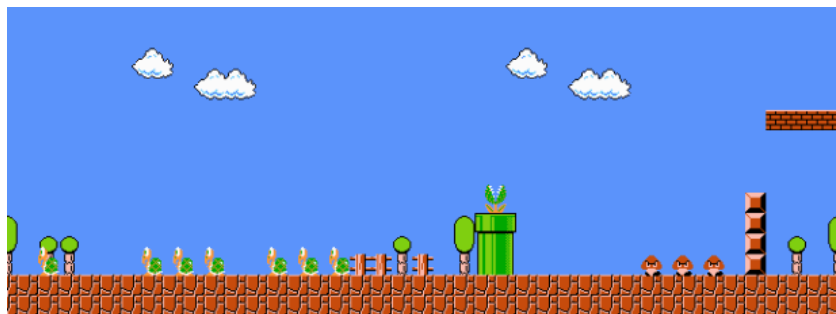
The safest way across here is to use the B button and run, but don't run



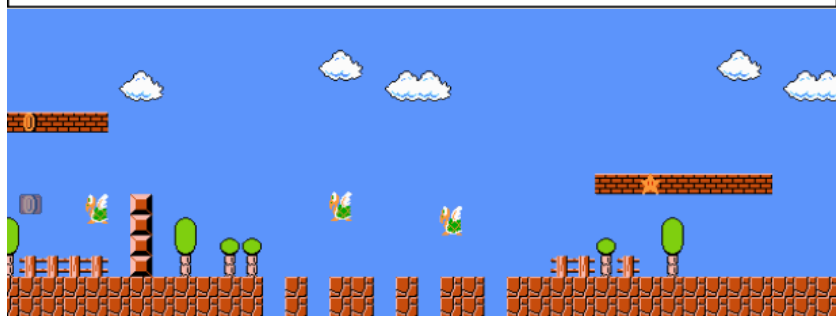
Just before the third piranha plant in the level, there is a hidden 1-up mushroom. Don't miss it! The fourth pipe leads down to some extra coins without missing anything important in the level, so check that out as well!



Not too much to do here except move along quickly. This is a long level, and you don't want to run out of



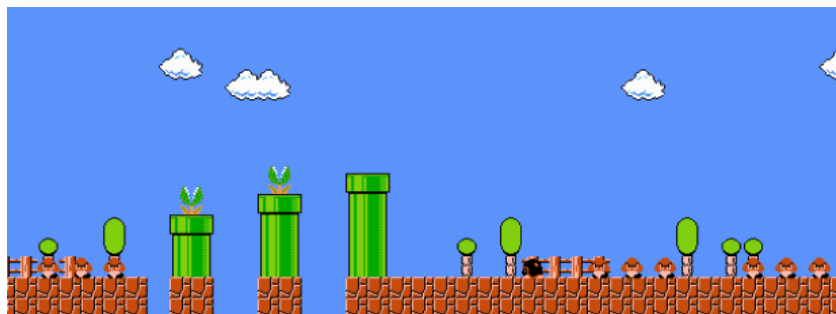
Even if you don't grab the multi-coin block, the hidden Starman will definitely make getting



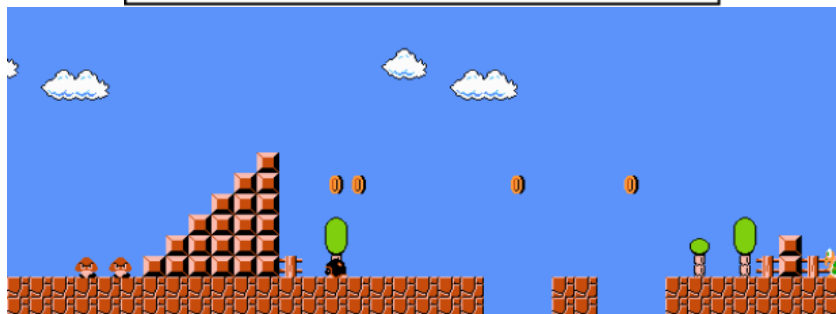
Again, don't dawdle through here. There is a lot of ground to cover and not much time to make it to



Move quickly, but be careful of the piranha plants. Even with time ticking away, you'll need to wait to time your jumps so they don't



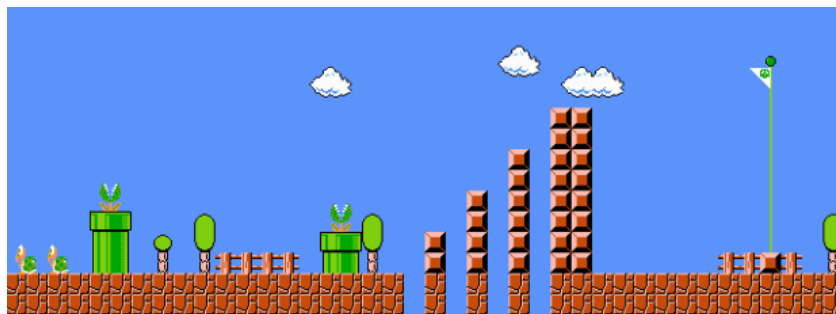
Did we mention this level



This jump will give most first-time players a heart attack. Mario can't jump the entire chasm, so you have to land on the little stalk of land in

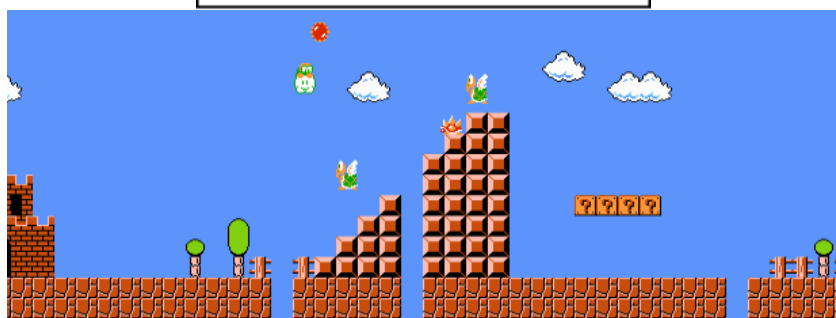


Finally! The end! Don't rush the stairs, though. It's easy for Mario to slip through

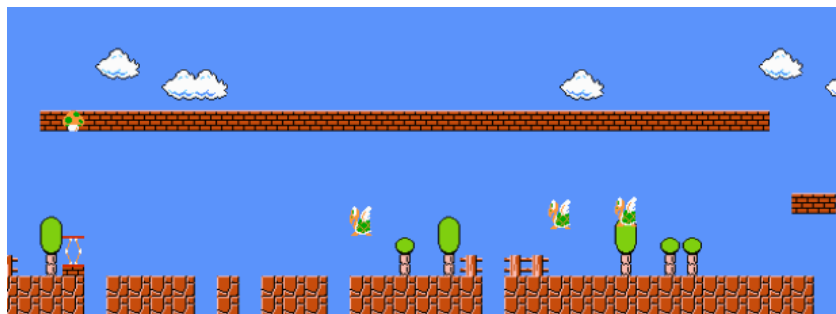


World 8-2

If you thought world 8-1 was bad, world 8-2 is worse. Lakitu is back, but this time with additional enemies clogging up your path!



There's an extra life hidden over the spring. Get it.

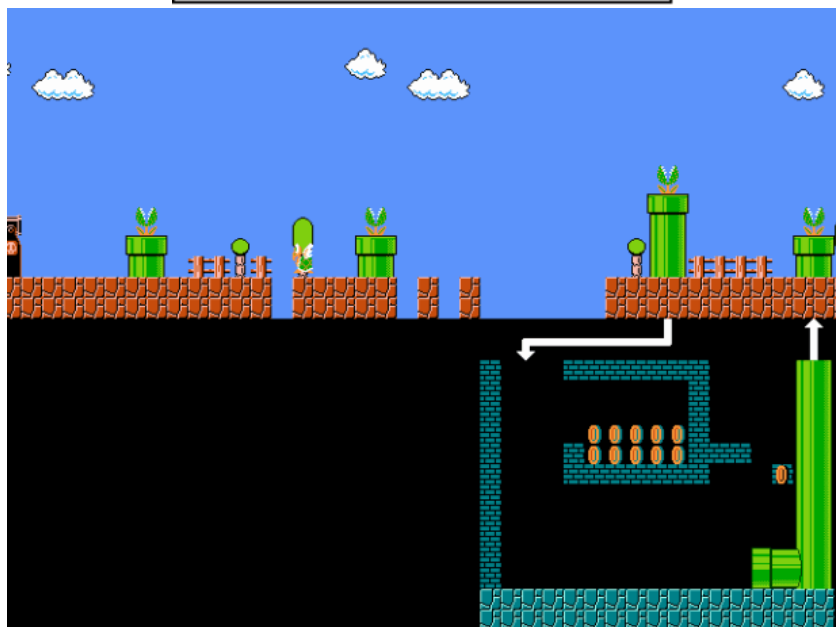


Bullet Bills and Koopa Troopas compound the problems from Lakitu dropping Spinies down at Mario. You'll probably want to snatch up the



This spot is potentially the hardest jump in the game to make successfully. Mario cannot cross the distance without sprinting - it's impossible. You'll need to position him on the first pillar, use the B button to run across the small gap, and jump at the last second before Mario runs

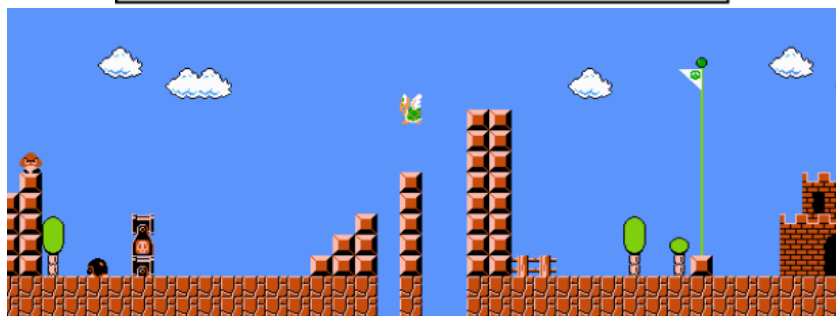
Oh...and there's a
coin room on the
other side of the gap



The good news is that getting
past the difficult jump puts
you very near the end of the

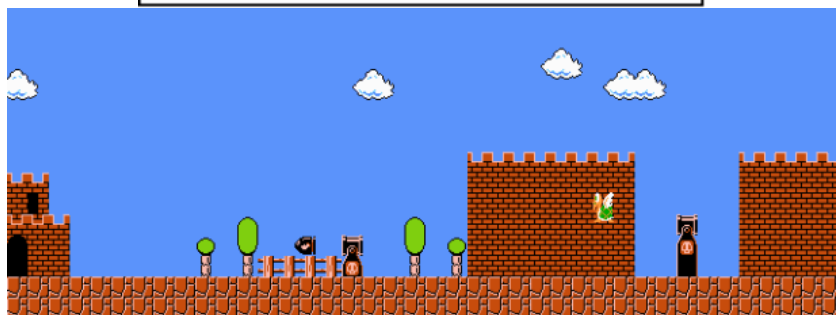


The final jump isn't exactly pretty, but after the one you've already made, this should be a breeze! Just

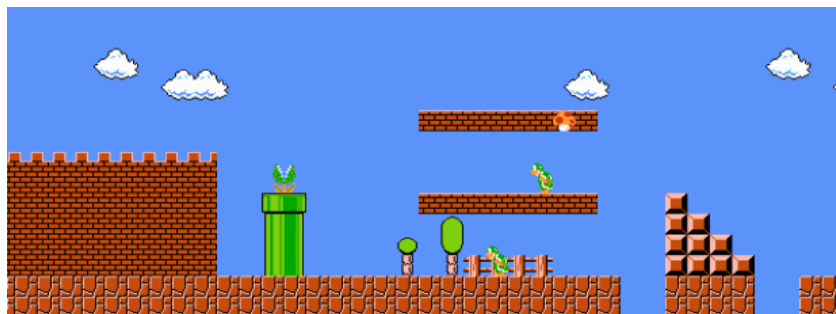


World 8-3

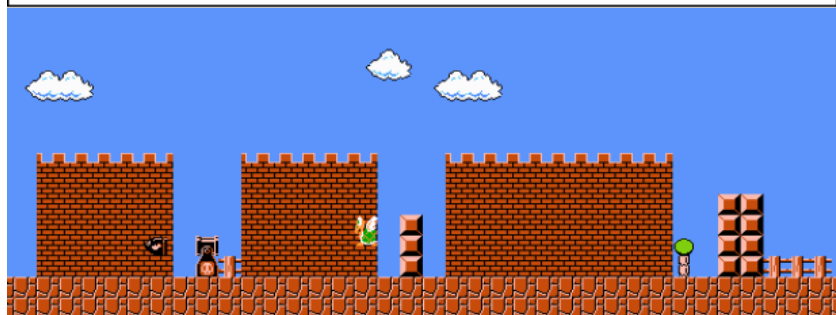
World 8-3 is unlike anything else in the game. You're closing in on Koopa's castle, and



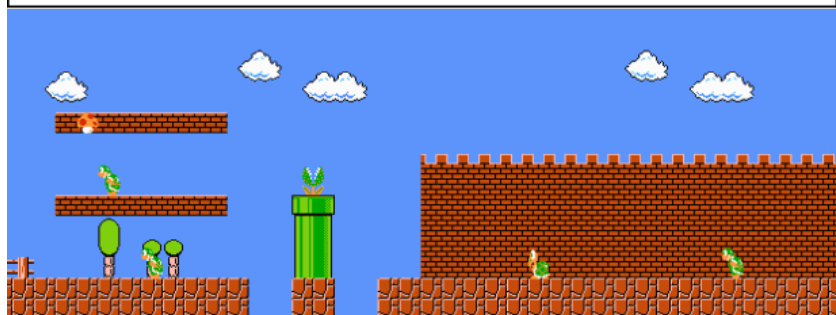
Hammer Brothers block your way at every turn. If you're lucky enough to have made it this far with a Fire Flower, you should be fine. If not, try your best to avoid their hammers and get the Mushroom to make your life



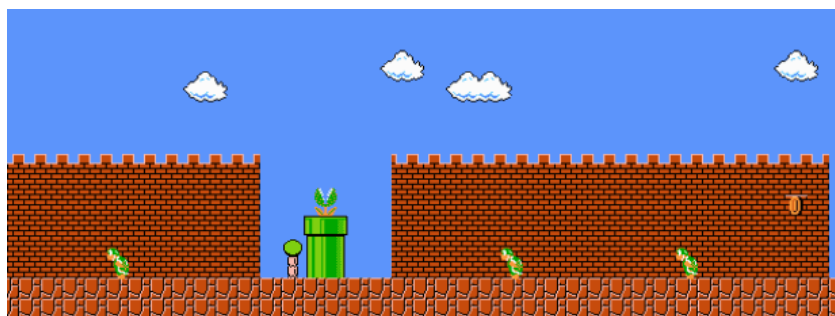
The Bullet Bills and Koopa Troopas shouldn't be too difficult in comparison. Still, don't let a careless



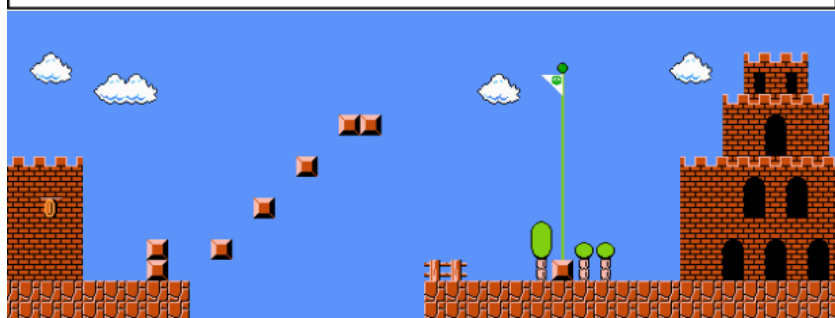
More Hammer Brothers... If you can get the Mushroom, great. If not, the next series of Hammer Brothers can potentially be taken out with the Koopa Troopa shell once you get past



And still more Hammer Brothers. We weren't kidding that this level was filled

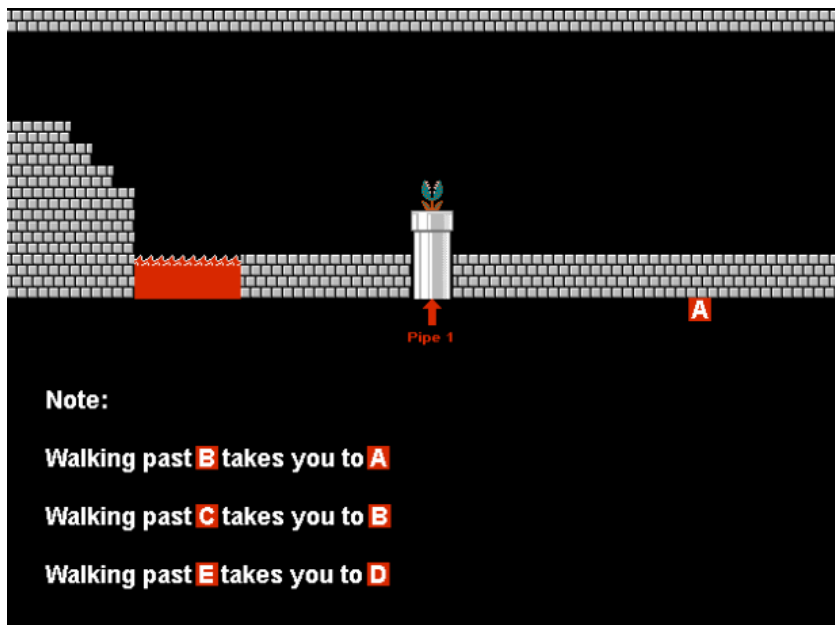


There's a multi-coin block at the end, and then floating stairs to get to the flagpole. Take your time getting across the gap.

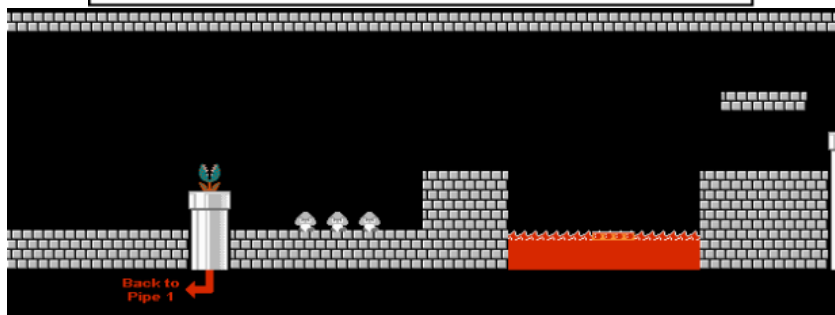


World 8-4

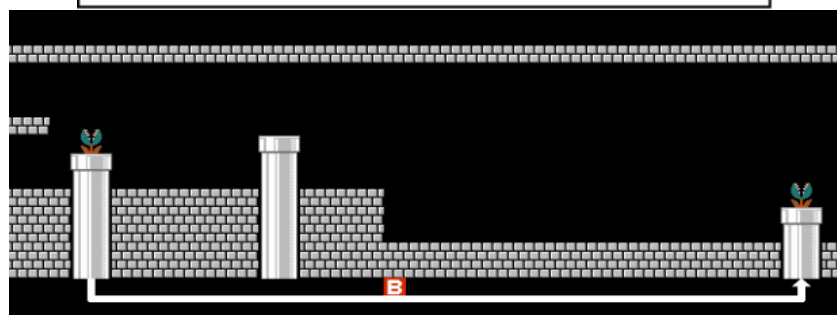
World 8-4 is the final level in the game, and it's the worst maze of them all. Markers have been included in the pictures to help with finding your way to Bowser.



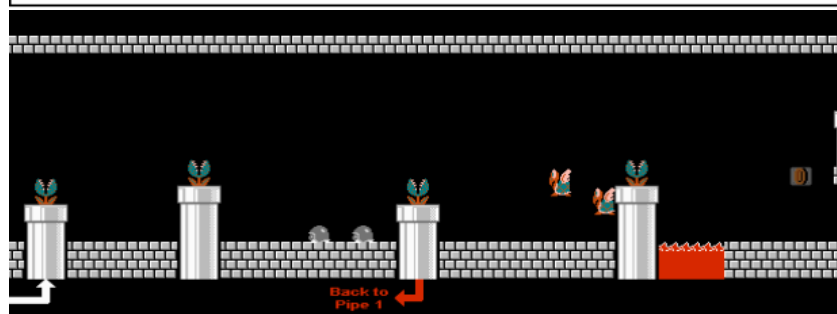
A lot of pipes here can take you places. The problem is, most of the time it's the wrong place. Skip this pipe and keep



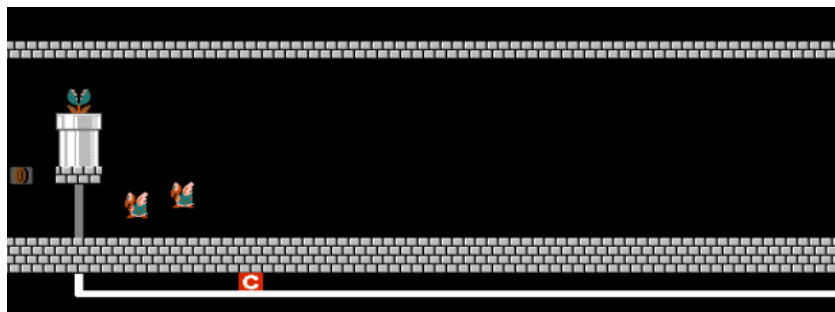
You have to take the pipe immediately after the lava in order to make it safely past point B, or you'll end up back at the beginning of the level.



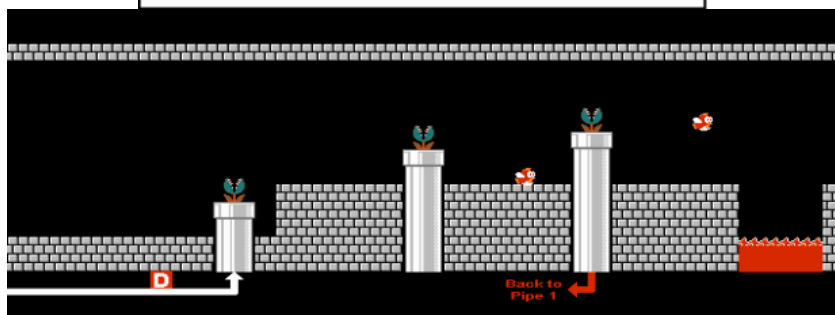
Skip the rest of the ground level pipes after you emerge, and cross the lava pit. There's an invisible coin block you need to hit beside the



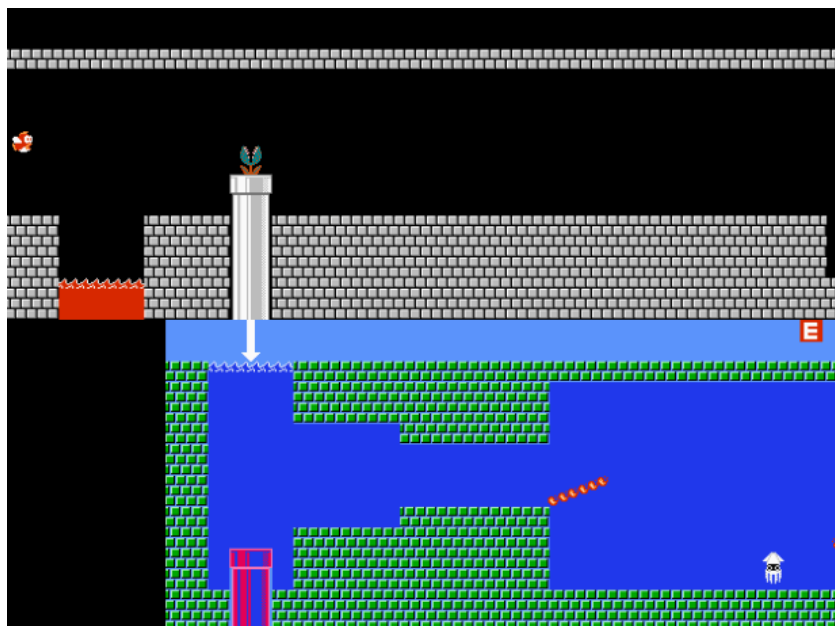
Duck into the floating pipe, or else you'll end up back at



Dodge the Cheep-Cheeps when you emerge, and don't go down any more pipes just yet!



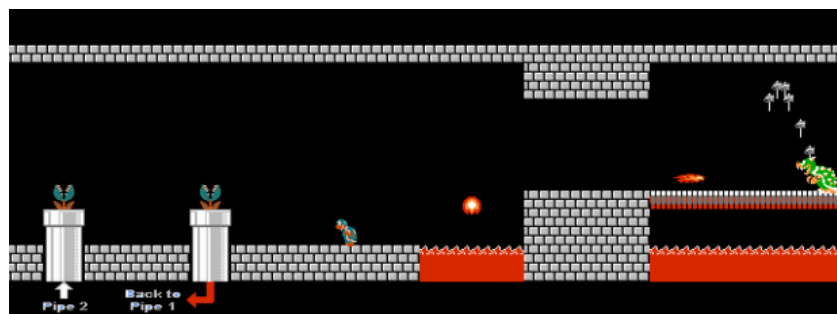
Once again, take the pipe immediately after the lava pit. This will dump you into a part of the dungeon you have to swim through, but it's the only



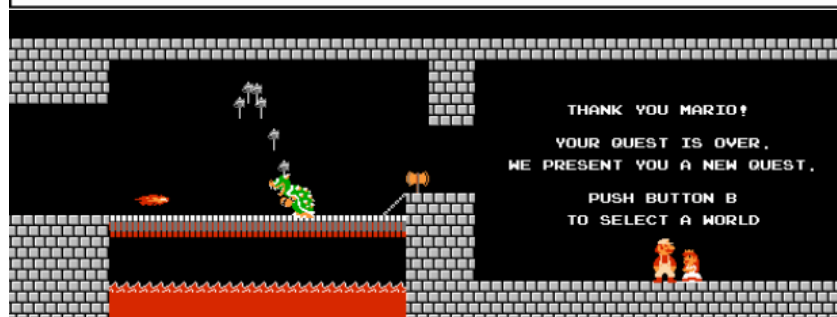
There is only one exit from the water area. Get to it



You'll emerge from the water with one final pipe between you and Bowser. **DON'T TAKE IT.** You'll be sent all the way back to the beginning of the



Get past the big ugly King of the Koopas
one last time and you'll finally rescue



Chapter 12: Warp Zones

What are Warp Zones?

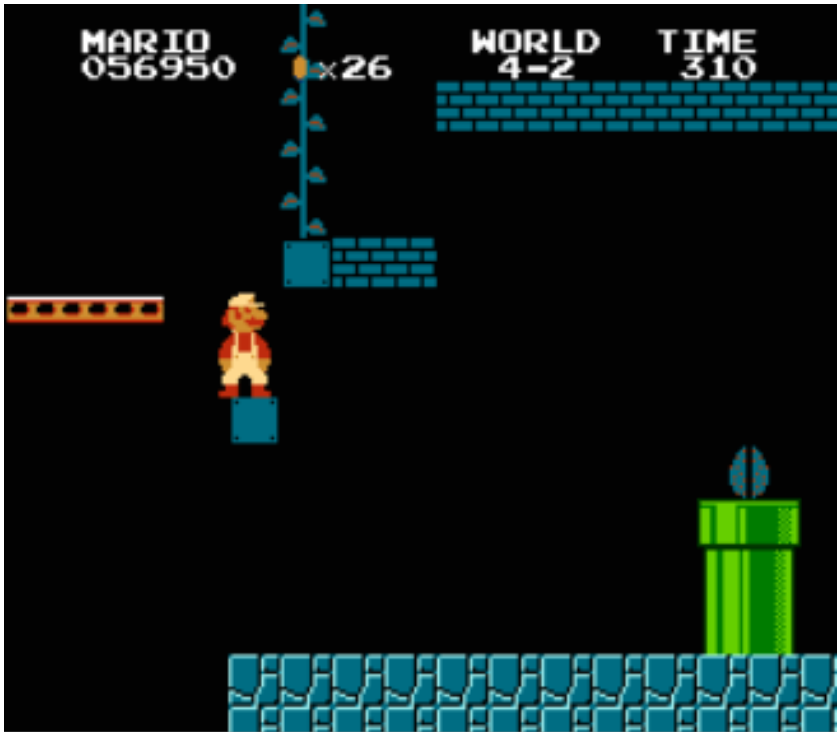
Essentially, a warp zone is a hidden sort of transport system that allows you to go to different worlds. Because these special areas allow you to skip entire worlds, it becomes easier to finish the game much more quickly. For most of these, they are in separate areas, and you'll be able to access them in certain cases. In this game, there are three different warp zones, and they're all hidden in hard to reach areas that Mario must actively seek out in order to reach them.

Warp Zone Locations:

- World 1-2: This first warp zone of the game is hidden at the end of this level. To get to it, you will need to ride the last elevator of the level to the top of the screen and then jump across to the top of the brick ceiling. Run all the way to the right, and you'll see the warp pipe. From there, you can go to either the second, third, or fourth world.



- Level 4-2: The remaining two warp zones are found in this level. Ironically, the warp zone that can take you to worlds 6, 7, and 8 is found earlier in the level than the warp zone that will take Mario to world 5. To get to the first warp zone, you should look for a high platform that looks too high for Mario to reach immediately after an elevator platform. There are some invisible blocks beneath the platform that will appear when you jump under them. Be careful! There is a brick hiding a vine that you need to hit before making all of the invisible blocks appear. If you don't, or you will be unable to create the vine as big Mario and will need to get hurt to become little Mario to make the vine grow. Climb up the vine to reach an area above ground where you'll find the warp zone for worlds 6, 7, and 8.



- Level 4-2, second warp zone: The warp zone to reach world 5 is hidden in the same relative location as the one hidden in world 1-2. Toward the end of the level, get Mario on top of the brick ceiling and run all the way to the right beyond the exit pipe to find the warp pipe.

Chapter 13: Super Cheats for Super Mario Bros.

- **Unlimited lives:** To do this, go to world 3-1, and you should also make sure you're in Super Mario form. Go to the end of the level. You'll see the staircase by the flag at the end, along with two Koopa Troopas walking down the stairs. Jump over the first Koopa Troopa to reach the second one. Jump on top of it to turn it into a turtle shell. Jump on the turtle shell to kick it to the right and cause it to collide with the stair beside it. Continue jumping on the shell (making sure to keep yourself off the ground) to score as many lives as you can before time runs out on the level.

- **Shooting fireballs when small:** To successfully pull off this trick, you'll need to be in one of the world dungeons where Bowser is found. You need to be big Mario and have a great sense of timing. Get past Bowser and stand near the axe at the far side of the bridge. Once Bowser approaches you, jump then touch both Bowser and the axe at the same time. If done right, you'll hear the shrinking sound, but Mario will stay big. Once you enter the next stage and get a mushroom, Mario will shrink instead of growing. Because the game registers Mario as having received a mushroom at this point, the next power up to appear will be a fire flower instead, creating a super-powered small Mario! One thing of note: if you try this and an enemy touches you while you're big Mario, the game will behave as if you were small Mario and you will die. If they touch you when you're small after you get the mushroom or fire flower, you'll become big once again.

- **Dodging bloopers:** Bloopers are the floating squid-like creatures in the underwater zones. Swimming with them floating around can be troublesome and is an easy way to end up taking damage. However, the way to get past them without being hurt is to walk along the sea floor. By doing this, a blooper will never be able to kill you, since they

never actually sink far enough to actually do damage to Mario.

- **Continuing:** Everyone makes mistakes and sometimes the game is over before you're ready for it to be. If you run out of lives and want to continue from where you left off, the simple way to do so is to hold the A button, and then press start when either one or two player shows up. This will take you back to the world where you died, allowing you to pick your progress back up without having to fight your way back to the same spot.

- **World select:** Once you beat the game, it becomes possible to immediately play any world you desire. First, you don't turn off the console once you've rescued the princess. Instead, you can press the B button and choose to play any world you want.

- **Time underflow:** This only works in the castle levels where Bowser is fought at the end. You should beat Bowser with fire Mario or Luigi, because doing so will allow you to calmly wait until the time reaches 0 to pull this trick off. You will want to position Mario next to the axe once Bowser is dead. Jump onto the axe when the time reads 0 seconds. If you're successful, Mario will walk normally to the end of the castle to find either the Princess or one of the captured Toads. However, the time bonus will instead be 999 seconds instead of zero, which gives you a 49,950-point boost! Be aware that this trick does NOT work on flagpole levels, so waiting for the timer to reach zero just costs you any possible points you could have earned at the end.

- **Extra jump after power up:** This is a trick that only works when grabbing fire flowers or mushrooms. Hit the block where a power is hidden. Jump onto the power up and then release the A button. Mario will have a moment of transitioning to either big or fire Mario (depending on the power up). If you press the A button a second time

during this transition Mario will do a sort of double jump. This move can occasionally be used to jump up to harder to reach places in the game.

Minus World

The Minus World, or Negative World, is perhaps the most famous glitch in Super Mario Bros. Unlike many of the other tricks listed in this guide, the Minus World does not earn Mario anything special or help him advance through the Mushroom Kingdom in any way. It is simply a neat trick that warps Mario into an unbeatable level.

You can reach the Minus World from the end of World 1-2. Stand on the far left end of the pipe that leads to the flagpole at the end of the level and duck while facing left. While ducking, press the A button to jump. While in the air, use the D-pad to make Mario move right, so that when he is at the peak of his jump, he is just under the ceiling and at the edge of the pipe. This may take several tries because Mario must come into contact at a precise spot on the pipe in order to travel through it. If done correctly, he will glide through the pipe and brick wall beside it (without the screen moving) to land in the warp room.

If everything is done properly, Mario will see the three pipes in front of him from the Warp Zone. The far left and far right warp pipes will take Mario to the Minus World. The middle pipe however, warps him to World 5-1. Be careful! If you venture too far to the right and make the the "welcome to the warp zone" message appear, the glitch will end.

Conclusion

Thank you again for taking the time to check out this book!

I hope you learned a lot about this classic NES game. With that in mind, your next step is simple, and that is to try this game out for yourself with the NES or NES Classic, you owe it to yourself to get the full experience of this amazing classic game, and see for yourself just how amazing it really is.



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